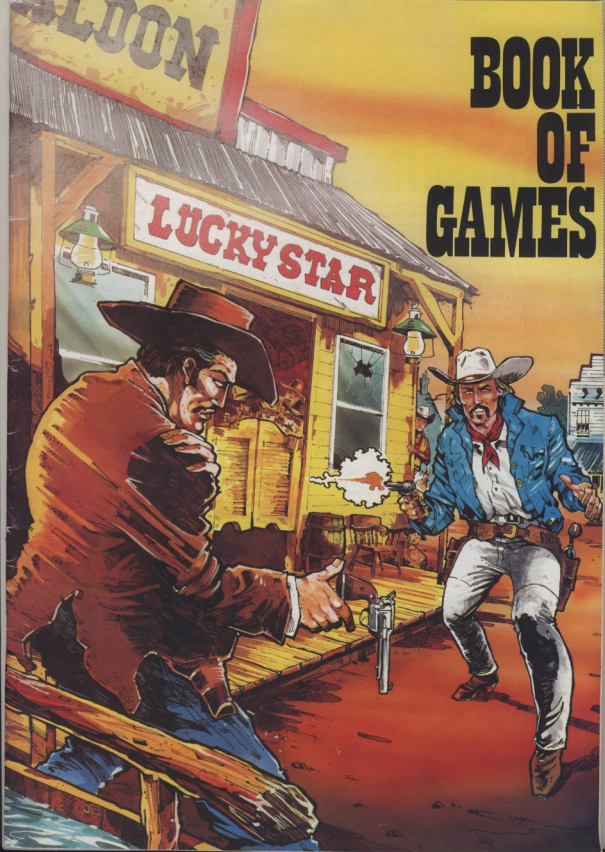


BOOK OF GAMES



CONTENTS



A WORD FROM THE EDITOR

Welcome to the son of the son of the son of The Book of Games!

Once again we've raided our vast vaults of readers' software to bring you a bumper bundle of entertaining and interesting games for all the top home computers.

If you got a micro for Christmas then this Book of Games will provide an invaluable source of games for your new machine. If you've had your micro for some time then these listings might give you a few new ideas for your own games programs!

All the games have been tried and tested by our team of reviewers so bugs should be few and far between — but if you have any problems, don't hesitate to call C&VG's Bug Hunter who will attempt to help solve your problems.

In the meantime, enjoy playing the games — and remember C&VG is always on the lookout for new and original games listings. If you have a game you think we might be interested in then send us a tape, full written details about the game and a listing if you've got a printer. Watch C&VG for our special software form for more details.

GOLD RUSH (SPECTRUM)	3
Have you got the nerve to join the biggest hunt for gold the west has ever seen. Be warned — you will have to be as free with your gun as you are with your shovel.	
HUNCHBACK RESCUE (ELECTRON)	6
Help Quasimodo escape from the guards of the Notre Dame and rescue his sweetheart, the beautiful Esmerelda.	
DIVER (VIC 20)	12
There's a fortune of gold waiting at the bottom of the sea for some daring fortune seeker to discover it. Feeling brave?	
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A routine exploration mission has gone badly wrong. Can you take the controls of the ailing space ship and guide her through an asteroid belt to safety on a nearby planet?	
CHOPPER COMMAND (DRAGON)	18
An aeroplane is in serious difficulties over enemy territory. Only your skill as a chopper pilot can save the crew!!	
BRICKIE (SPECTRUM)	24
Brains as well as brawn are needed in Brickie if you are to succeed in answering all the questions and blasting your way through the prison wall.	
PURPLE TURTLES (BBC)	29
Getting across a fast flowing river is never easy, especially when you discover that the stepping stones are diving turtles.	
WORLD WAR 1 (BBC)	34
The allied forces have been driven back towards the coast by the Germans. They are completely out of food and ammunition and you must fight off the enemy planes and balloon-ships to deliver the vital supplies.	
COSMIC PYRAMID (SPECTRUM)	39
Try your hand at the Martian version of Solitaire. Played all over the galaxy.	
PIPELINE (COMMODORE 64)	42
It's a race against time to connect all the oil fields together to get the crude oil to a waiting tanker ship.	
MUTANT MUSHROOMS (TEXAS)	44
The planet of Veggie has launched a major attack against Earth. Thousands of mushroom men are descending on the planet and it's up to you — yet again — to save the world.	
YAHTZEE (ATARI)	48
As usual, we managed to slip in a computer version of a board game. This time, Yahtzee experts can pit their wits against their Atari's.	

GOLD RUSH

SPECTRUM

You've staked your claim on some land in the north territory. You're sure that you have struck the richest deposit of gold in the last 50 years.

Unluckily for you, Jimmy the Kid has heard rumours that you are sitting on the biggest gold strike in living memory.

He has ridden on horseback all night to reach the entrance to your newly excavated mine. Jimmy will stop at nothing, not even murder, to take the mine away from you.

You have to defend your mine from Jimmy. The terrain is rocky and covered in prickly cacti giving you some chance to dodge the bullets and jump out and surprise Jimmy with a hail of bullets.

The program is fully documented with REM statements and includes instructions for the game.

```
0)RANDOMIZE : DIM b$(2): DIM
s(2): FOR g=1 TO 2: LET s(g)=0:
NEXT g: LET s=0: GO SUB 9900: GO
SUB 9000
1 REM initialization
2 PRINT #0:"Written by Simon
Johnson 1984": FOR q=1 TO 20: PR
INT AT q,0: INK 1;"|":AT q,31: I
NK 1;"|": NEXT q: PRINT AT 0,0:
INK 1;"|":AT 21,0: INK 1;"|":
5 LET k=+1: DIM p(2): DIM o(2
): DIM n(2): DIM m(2)
10 LET p(1)=20: LET p(2)=1
15 LET m(1)=1: LET n(1)=0: LET
m(2)=0: LET n(2)=-1
20 LET o(1)=1: LET o(2)=30
21 REM random screen objects
25 FOR v=1 TO 30: PRINT AT INT
(RND*19)+1,INT (RND*29)+1: INK
4;"4": NEXT v
26 FOR v=1 TO 3: PRINT AT INT
(RND*19)+1,INT (RND*29)+1: INK 3
;"0": NEXT v
27 FOR v=1 TO 20: PRINT AT INT
(RND*19)+1,INT (RND*29)+1: INK
2;"5": NEXT v
65 LET b$(1)="*": LET b$(2)="*
": PRINT AT p(1),o(1): INK 5;"*
":AT p(2),o(2): INK 5;"*
66 PRINT AT 0,0: INVERSE 1:"PL
AYER 1 ";s(1):AT 0,20:"PLAYER 2
";s(2)
67 REM mainframe
71 BEEP .00001,68
92 LET p=1: LET ink=IN 6348
6: GO TO 3000
120 IF ink=254 THEN GO TO 5000
121 IF play=1 THEN LET play=2:
LET ink=IN 49150: GO TO 3000
122 IF play=2 THEN LET play=1:
IF ink=254 THEN GO TO 5000
130 IF RND<.2 THEN GO SUB 1000
140 GO TO 71
1000 LET qt=RND: LET h=INT (qt+1
9)+1: LET g=INT (qt*29)+1
1010 IF RND<.5 THEN GO TO 1500
1020 PRINT AT h,g:"*": RETURN
1510 PRINT AT h,g:" ": RETURN
2000 PRINT AT 0,0: PAPER 0: INK
7:s(1):AT 0,29:s(2): RETURN
2999 REM player movement
```



GOLD RUSH

```

3001 PRINT AT p(play),o(play);"
3015 IF ink=239 AND p(play)+1<21
THEN LET k=+1: GO SUB 4500
3020 IF ink=253 AND o(play)+1<31
THEN LET k=+1: LET bs(play)="*":
GO SUB 4000
3025 IF ink=251 AND o(play)-1<0
THEN LET k=-1: LET bs(play)="*":
GO SUB 4000
3030 IF ink=247 AND p(play)-1<0
THEN LET k=-1: GO SUB 4500
3031 LET l=p(play): LET i=o(play)
3032 IF ATTR (l,i)=62 THEN BEEP
.01,20: LET s(play)=s(play)+1: GO
SUB 2000: IF s(play)=20 THEN GO
TO 9500
3033 IF ATTR (l,i)=59 THEN GO SUB
B 3500
3034 IF ATTR (l,i)=60 THEN GO SUB
B 3500
3035 IF ATTR (l,i)=58 THEN GO TO
5500
3050 PRINT AT p(play),o(play); I
NK 5:bs(play): GO TO 120
3500 LET p(play)=p(play)-m(play)
: LET o(play)=o(play)-n(play): R
ETURN
4010 LET o(play)=o(play)+k: LET
n(play)=k: LET m(play)=0
4020 RETURN
4520 LET p(play)=p(play)+k: LET
n(play)=0: LET m(play)=k
4530 RETURN
4999 REM player shoot movement
5000 LET w=o(play): LET r=p(play)
: LET x=w: LET t=r: LET v=m(pla
y): LET b=n(play): IF b<0 THEN
GO TO 5700
5020 FOR t=r+v TO r+(v+4) STEP v
5040 GO SUB 5800
5070 PRINT AT t,w;"I": BEEP .000
5:30: PRINT AT t,w;"": NEXT t:
GO TO 121
5700 FOR x=w+b TO w+(b+4) STEP b
5720 GO SUB 5800
5750 PRINT AT r,x;"-": BEEP .000
5:30: PRINT AT r,x;"": NEXT x:
GO TO 121
5799 REM      check if shot hit
something
5800 LET o2=t: LET p2=x: IF ATTR
(o2,p2)=58 THEN GO TO 8100
5810 IF ATTR (o2,p2)=61 THEN PRI
NT AT r,t;"": GO TO 7000
5820 IF ATTR (o2,p2)=59 THEN LET
j2: BEEP .05,10: BEEP .05,15:
PRINT AT o2,p2;"": GO TO 7000
5830 IF SCREENS (o2,p2)<>" " THE
N PRINT AT r,t;"": GO TO 130
5840 RETURN
5999 REM work out which player
is dead
7000 LET play=play+1: IF play=3
THEN LET play=1
7001 LET y=p(play): LET s=o(play)
7002 IF j=2 THEN GO TO 8500
7009 REM print deterioration of
player

```

```

7010 FOR c=10 TO -10 STEP -1: PR
INT OVER 1:AT y,s;CHR$(84+INT (
RAND*26)): BEEP .05,c: NEXT c: GO
TO 8540
7999 REM movement of indian
8000 FOR g=r+(t-r)+m(play) TO r
STEP m(play)
8010 PRINT AT g,w;"*": BEEP .1,g
: PRINT AT g,w;"": NEXT g: GO T
O 8500
8100 PRINT AT o2,p2;" "
8101 IF o2<p(play) THEN LET o2=o
2+1
8102 IF o2>p(play) THEN LET o2=o
2-1
8104 IF p2<o(play) THEN LET p2=p
2+1
8105 IF p2=0(play) AND o2=p(play)
THEN PRINT AT o2,p2: INK 5;"*"
: GO TO 8500
8106 PRINT AT o2,p2;"*": BEEP .1
,RND*5: BEEP .1,0: GO TO 8100
8110 PRINT AT r,z;"Z*": BEEP .1,r
: PRINT AT r,z;"Z*": NEXT z
8499 REM fight with snake or
indian
8500 LET y=p(play): LET s=o(play)
: FOR c=1 TO 10: PRINT AT y,s;b
s(play): BEEP .05,RND*10: PRINT
OVER 1:AT y,s: INK (RND*4);"*":
BEEP .05,RND*10
8510 PRINT OVER 1:AT y,s;"X": BE
EP .05,RND*10
8520 NEXT c
8521 PRINT AT y,s: INK 5;"*"
8530 IF RND>.15 THEN GO TO 8600
8535 REM death routine
8540 PRINT AT y,s;"*": GO SUB 95
00
8550 IF play=1 THEN LET a=1: LET
s=2
8560 IF play=2 THEN LET a=2: LET
s=1
8570 GO TO 9500
8600 LET s(play)=s(play)+1: GO S
UB 2000: IF s(play)=20 THEN GO T
O 9600
8610 GO TO 130
8999 REM instructions
9000 CLS: PRINT TAB (10): PAPER
6: INVERSE 1: BRIGHT 1:"GOLD RU
SH": PRINT AT 0,8;"*":AT 0,20;"*
"
9010 PRINT "Theres GOLD in dem
dare hills and theres two o'yu
after it and they'll stop at not
hing to kill each other."
9020 PRINT "Dont hit or walk int
o an indian (*or his snake($))."
: PRINT "His retaliation may pro
ve fatal." "Hitting a beer barrel
(●) will cause retaliation by
the indians"SON YOUR OPPONENT(take
note!!)"
9025 PRINT "If you kill an india
n or his snake you are given
a gold coin."
9035 PRINT "The town will slow
ly increase its population of i
ndians and gold"

```


BY SIMON JOHNSON

SPECTRUM

```

9040 PRINT "The winner is the pl
ayer who outlives his opponent o
r who          collects 20 gold pie
ces(,)"
9050 PRINT #0;"PRESS ANY KEY TO
CONTINUE": PAUSE 0:CLS
9060 PRINT TAB(10);"GOLD RUSH"
"CONTROLS":
9070 PRINT "PLAYER 1""2...RIG
HT""3...LEFT""4...UP""5...DOW
N""1...SHOOT"
9080 PRINT AT 5,18;"PLAYER 2"
9081 PRINT AT 7,18;"L...RIGHT":A
T 8,18;"K...LEFT":AT 9,18;"J...U
P":AT 10,18;"H...DOWN":AT 11,18;
"ENTER...SHOOT"
9090 PRINT AT 21,0;"PRESS ANY KE
Y TO CONTINUE": PAUSE 0:CLS : R
ETURN
9499 REM print on screen who is
the winner
9500 GO SUB 9990:CLS : PRINT TA
B(10);"GOLD RUSH":PRINT "PLAY
ER "";s"" IS ""INVERSE 1:"DEAD"
BEEP 1,-30:PRINT INVERSE 1:"
PLAYER "";s: INVERSE 0:" IS THERE
FORE THE WINNER": BEEP ,3,2: BEE
P ,3,4
9520 PRINT AT 19,0;"PRESS 'Y' FO
R ANOTHER GAME"
9530 IF INKEY$="y" THEN BORDER 7
: PAPER 7:CLS : GO TO 2
9540 IF INKEY$="n" THEN PRINT US
R 0
9550 PAUSE 1: BORDER 0: BORDER 1
: BORDER 6: BORDER 1: BORDER 5:
BORDER 6: BORDER 1: GO TO 9530
9519 REM print how has collected
20 coins first
9620 GO SUB 9990:CLS : PRINT TA
B(10);"GOLD RUSH":PRINT "INV
ERSE 1:"PLAYER "";play: INVERSE 0
"" HAS COLLECTED 20 GOLD COINS
SO HE IS THE WINNER"

```

```

9630 FOR r=1 TO 5: BEEP ,05,5: B
EEP ,05,5: BEEP ,05,7: BEEP ,05,
7: BEEP ,05,9: BEEP ,05,9: BEEP ,
05,7: BEEP ,05,7: BEEP ,05,5: B
EEP ,05,5: NEXT r
9640 GO TO 9520
9799 REM data for death march
9800 RESTORE 9820: FOR r=1 TO 11
: READ a,s: BEEP ,05,0: BEEP a-,
2,s: BEEP ,05,0: NEXT r: RETURN
9820 DATA 1,0,.75,0,.25,0,1,0,.5
,3,.5,2,.5,2,.5,0,.5,0,.5,-1,1,0
9899 REM data for graphics
9900 RESTORE 9910: FOR q=USR "a"
TO USR "g"+7
9910 READ e: POKE q,e: NEXT q: R
ETURN
9920 DATA 24,24,59,92,152,36,36,
66
9930 DATA 24,152,152,249,31,24,2
4,24
9940 DATA 48,56,116,191,116,56,7
2,132
9950 DATA 24,24,220,58,24,36,36,
66
9960 DATA 60,126,255,255,255,255
6,126,126
9970 DATA 24,24,126,126,24,24,24
24
9990 LET k$="": FOR h=0 TO 21: P
RINT AT h,0: PAPER RND*7;k$: NEX
T h
9991 FOR g=1 TO 11: PRINT AT 11-
g,0: PAPER 7;k$:AT 10+g,0;k$: NE
XT g
9992 RETURN
9999 STOP
1028 DATA 32,120,96,48,24,62,82,
62
9989 REM colour screen clearance
9990 LET k$="": FOR h=0 TO 21: P
RINT AT h,0: PAPER RND*7;k$: NEX
T h
9991 FOR g=1 TO 11: PRINT AT 11-
g,0: PAPER 7;k$:AT 10+g,0;k$: NE
XT g

```



HUNCHBACK RESCUE

```

10 REM*****HUNCHBACK*****
20 REM*****R E S C U E*****
30 REM*****by M. Turner*****
40 REM*****by M. Turner*****
50 HS%=410: S%=0: MODE1
60 A$=CHR$(66)+CHR$(89)+CHR$(
32)+CHR$(77)+CHR$(46)+CHR$(84)+C
HR$(85)+CHR$(82)+CHR$(78)+CHR$(6
9)+CHR$(82)
70 PROC_VARIABLES
80 PROC_CHARACTERS
90 PROC_TITLE
100 PROC_ENVELOPES
110 MODE 5:VDU 23,1,0,0,0,0;
120 VDU19,1,7,0,0,0;:COLOUR1:P
RINT TAB(4,4);"PLEASE WAIT"TA
B(4)"PLEASE WAIT":FOR I=1 TO 115
0:NEXT I
130 PROC_SCREEN
140 TI%=420:REPEAT:TI%=TI%-12
150 PROC_GUARD:IF J%=0 THEN149
0
160 PROC_MOVE:IFX%=1000 THEN 2
20
170 IF J%=0 THEN 1490
180 IF LE%=1 OR LE%>2 AND X%>1
28 THEN PROC_ARROWL
190 IF J%=0 THEN 1490
200 IF LE%>3 THEN PROC_ARROW_U
P
210 IF J%=0 THEN 1490
220 UNTIL X%=1000
230 LE%=LE%+1
240 IF TI%<1 THEN TI%=0
250 SC%=SC%+TI%:VDU4:COLOUR4:C
OLOUR131:PRINT TAB(7,3);SC%:COL
OUR131:VDU5
260 IF LE%=6 THEN 2350
270 PROC_NEXT_LEVEL
280 PROC_DELG
290 GCOL0,2:MOVE G%,736:VDU202
MOVE H%,736:VDU202:GCOL0,3:MOVE
1120,832:DRAW 1120,735
300 IF LE%>3 THEN GCOL0,2:MOVE
E%,R%:VDU202
310 R%=640:W%=1:J%=1:X%=0:Y%=7
36:G%=64:H%=1152:A%=95
320 IF LE%<2 THEN 410 ELSE VDU
4
330 VDU4:FOR I=11TO14:FOR J=3T
010 STEP4
340 IF I=11 THEN BR%=203 ELSE
BR%=202

```



```

350 COLOUR134:COLOUR1:PRINT TA
B(J,1);CHR$(32);CHR$(BR%);
360 NEXTJ:NEXTI
370 COLOUR4:COLOUR131:PRINT TA
B(18,3);LE%;
380 VDU5:PROC_PRINT
390 IF LE%=5 THEN PROC_LEVEL_5
400 IF LE%>3 THEN PROC_PUAR
410 GOTO 140
420 DEF PROC_CHARACTERS
430 VDU 23,200,255,32,32,32,25
5,4,4,4
440 VDU 23,201,0,0,24,60,126,2
55,255,255
450 VDU 23,202,255,255,255,255
,255,255,255,255
460 VDU 23,203,1,3,7,15,31,63,
127,255
470 VDU 23,204,54,127,127,127,
62,28,8,0
480 VDU 23,205,0,0,28,28,14,14
,6,4
490 VDU 23,206,16,16,16,44,126
,255,0,56
500 VDU 23,207,0,0,0,0,0,0,16,
48
510 VDU 23,208,0,0,0,0,48,16,8
,8
520 VDU 23,209,0,8,8,16,0,0,8,
0
530 VDU 23,210,0,0,12,0,0,0,0,
0
540 VDU 23,211,0,0,0,48,48,56,
125,219
550 VDU 23,212,0,0,0,14,8,0,0,
0

```

BY MARK TURNER

ELECTRON

Hunchback Rescue is the second game Mark Turner has written for the Electron since he bought his computer six months ago. The program was finished during his summer holidays and took him over five weeks to complete.

The aim of **Hunchback Rescue** is to help Quasimodo break through the defences of Notre Dame, run along the heavily guarded wall of the cathedral and free the beautiful Esmerelda from her prison cell in the tower. No easy job when you have to fight off soldiers, dodge arrows and fire-balls, leap across gaping chasms and swing across crocodile-infested pits.

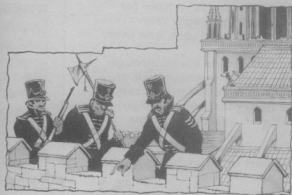
There are five separate screens in which you must beat the obstacle in your way and ring the bell cord to transport the Hunchback to the next level.

The X key moves Quasimodo to the right and the space-bar makes him jump sideways.

560 VDU 23,213,152,64,0,0,0,0,
0,0
570 VDU 23,214,0,24,28,206,251
,179,6,7
580 VDU 23,215,8,28,42,8,8,8,0
,8
590 VDU 23,216,195,231,126,60,
60,126,231,195
600 VDU 23,220,0,0,24,24,24,0,
0,0
610 VDU 23,221,0,0,129,129,129
,255,60,60
620 VDU 23,222,60,60,126,195,2
31,102,102,231
630 VDU 23,223,0,0,0,4,2,255,2
,4
640 VDU 23,224,0,0,0,32,64,255
,64,32
650 VDU 23,225,0,0,0,0,0,0,0,0
660 VDU 23,226,28,28,62,62,99,
193,99,28
670 VDU 23,227,0,0,0,0,0,128,0
,0
680 VDU 23,228,0,0,0,0,0,8,8,0
690 VDU 23,229,0,8,28,28,14,14
,6,4
700 VDU 23,230,16,16,16,44,126
,255,0,56
710 VDU 23,231,0,0,0,0,0,0,16,
48



HUNCHBACK RESCUE



```

720 ENDPROC
730 DEF PROC_SCREEN
740 VDU19,134,0,0,0,0;
750 VDU19,3,0,0,0,0;
760 VDU19,6,0,0,0,0;
770 VDU19,1,0,0,0,0;
780 VDU20,0,30,19,0
790 COLOUR134:CLS:VDU20,0,31,1
9,0:COLOUR129:COLOUR3
800 FOR I=11 TO 30:FOR J=0 TO
19
810 PRINT TAB(J,1);CHR$(200);
820 NEXTJ:NEXTI
830 VDU5
840 MOVE 320,352:GCOL0,0:VDU20
1:MOVE 864,352:VDU201:MOVE 320,3
20:VDU202:MOVE 864,320:VDU202:MO
VE 320,288:VDU202:MOVE 864,288:V
DU202
850 VDU19,134,134,0,0,0;
860 VDU19,3,3,0,0,0;
870 VDU19,2,6,0,0,0;
880 VDU19,1,1,0,0,0;
890 MOVE 1088,864:GCOL0,4:VDU2
25:MOVE 1088,864:VDU226:MOVE 108
8,864:VDU228:MOVE 1152,864:VDU22
7:GCOL0,3:MOVE1120,832:DRAW 1120
,736
900 VDU4:COLOUR4:COLOUR131:PRI
NT TAB(1,3);"SCORE=";SC%:PRINT
TAB(12,5);"LEVEL=";LE%:COLOUR129
:PRINT TAB(3,1);"HIGH-SCORE=";HS
%
910 VDU5:PROC_PRINT

```

```

920 GCOL0,2:MOVE 0,a%:VDU220:G
COL0,4:MOVE 0,a%:VDU221:GCOL0,4:
MOVE 0,a%-32:VDU222
930 ENDPROC
940 DEF PROC_VARIABLES
950 R%:=640:E%=448:W%=1:P%=0:G%
:=64:LE%=1:J%=1:a%=95:SC%=0:X%=0:
Y%:=736:k%=0:h%:=1152
960 S%:=1
970 ENDPROC
980 DEF PROC_MOVE
990 x=X%:y=Y%
1000 IF INKEY(-67)THEN X%=X%+64
:GOTO 1030
1010 IF INKEY(-99)THEN 1260
1020 ENDPROC
1030 IF X%<0 THEN X%=0
1040 IF X%>1088 THEN 220
1050 GCOL0,2:MOVE x,y:VDU202:MO
VE x,y-32:VDU202
1060 PROC_PRINT
1070 IF LE%=1 THEN ENDPROC
1080 U%:=0:PP%=0
1090 FOR R%:=192 TO 960 STEP256
1100 IF X%=R% OR X%=R%+64 THEN
PP%=1:U%:=R%
1110 NEXT R%
1120 IF PP%=1 THEN 1140
1130 ENDPROC
1140 R%:=735:C%:=202
1150 FOR Y%:=R% TO 639 STEP -64
1160 PROC_PRINT
1170 FOR P%:=1 TO 80:NEXT P%
1180 GCOL0,2
1190 IF X%=U%+64 AND Y%:=671 THE
N MOVE X%,Y%:GCOL0,2:VDU202:MOVE
X%,Y%:GCOL0,1:VDU203:MOVE X%,Y%
-32:VDU202:GOTO 1220
1200 IF X%=U%+64 AND Y%<=672 TH
EN GCOL0,1
1210 MOVE X%,Y%:VDU202:MOVE X%,
Y%-32:VDU202
1220 SOUND 1,-15,Y%-100,3
1230 NEXT Y%
1240 PROC_PRINT
1250 GOTO 1490
1260 SOUND 1,3,80,5
1270 IF X%<0 THEN X%=0
1280 GCOL0,3:MOVE x,y:VDU202:MO
VE x,y-32:VDU202
1290 Y%=Y%+64:h%:=X%:R%:=0
1300 FOR X%:=h% TO X%+128 STEP 6

```

BY MARK TURNER

ELECTRON

```

1310 IF M%=1 THEN NEXT X%:X%=10
88:ENDPROC
1320 IF LE%=1 OR LE%>2 THEN PRO
C_ARROW%
1330 PROC_PRINT
1340 IF X%=1088 THEN M%=1:GOTO
1310
1350 IF LE%>3 THEN PROC_ARROW_U
P

```

```

1360 PROC_GUARD:FOR P%=1TO80:NE
XTP%
1370 GCOL0,2:MOVE X%,Y%:VDU202:
MOVE X%,Y%-32:VDU202
1380 NEXT X%
1390 Y%=Y%-64
1400 IF H%=X% AND Y%=736 THEN J
%=0:GCOL0,2:MOVE H%,736:VDU202:P
ROC_PRINT:GCOL0,4:H%=H%+32:MOVE
H%,736:VDU224
1410 GOTO 1060
1420 DEF PROC_PRINT
1430 GCOL0,4:MOVE X%,Y%:VDU210
1440 GCOL0,1:MOVE X%,Y%:VDU211
1450 GCOL0,3:MOVE X%,Y%:VDU212

```

```

1460 GCOL0,1:MOVE X%,Y%-32:VDU2
13
1470 GCOL0,4:MOVE X%,Y%-32:VDU2
14

```

```

1480 ENDPROC
1490 SOUND 0,-15,-2,10
1500 SOUND 0,-15,-1,15
1510 FOR P%=1 TO 1500:NEXT P%
1520 SOUND 1,1,34,235
1530 FOR I=1 TO 56
1540 MOVE 365,800:GCOL0,RND(4):
PRINT"YOUR DEAD",
1550 NEXT I
1560 SOUND 0,0,0,0
1570 MOVE 365,800:GCOL0,2:FOR I
=1 TO 9:VDU 202:NEXTI
1580 IF LE%>3 THEN GCOL0,2:MOVE
EX,RX:VDU202
1590 MOVE 0,800:GCOL0,4:PRINT"*
**PRESS SPACE**FOR*****ANOTHER*
GO*****"
1600 PROC_DELG
1610 VDU4:COLOUR129:COLOUR3:FOR
I=1 TO 15
1620 FOR J=0 TO 19:PRINT TAB(J,
I);CHR$(200);NEXTJ:NEXTI
1630 #FX21,0

```



```

1640 VDU5:IF Y%=736 THEN MOVE X
%,Y%:GCOL 0,2:VDU202:MOVE X%,Y%-
32:VDU202

```

```

1650 GCOL0,2:MOVE H%,736:VDU202
:MOVE H%-32,736:VDU202:MOVE H%-6
4,736:VDU202

```

```

1660 GCOL0,2:MOVE G%,736:VDU202

```

```

1670 MOVE 1088,896:GCOL0,4:VDU2
25:MOVE 1088,864:VDU226:MOVE 108
8,864:VDU228:MOVE 1152,864:VDU22
7

```

```

1680 GCOL0,2:MOVE1216,736:VDU20
2:MOVE1216,704:VDU202

```

```

1690 VDU4

```

```

1700 IF SC%>HS%THEN HS%=SC%

```

```

1710 PROC_VARIABLES

```

```

1720 COLOUR4:COLOUR131:PRINT TA
B(1,3);"SCORE=0 ";PRINT TAB(1
2,3);"LEVEL=";LE%:COLOUR129:PRIN
T TAB(3,1);"HIGH-SCORE=";HS%

```

```

1730 VDU5

```

```

1740 KEY#=GET#

```

```

1750 #FX21,0

```

```

1760 GCOL0,2:MOVE G%,736:VDU202

```

```

1770 MOVE 0,800:GCOL0,2:FOR I=1
TO 40:VDU202:NEXTI

```

```

1780 GCOL0,3:MOVE1120,832:DRAW
1120,735

```

HUNCHBACK RESCUE

```

1790 PROC_PRINT
1800 GOTO 140
1810 DEF PROC_ENVELOPES
1820 ENVELOPE 1,2,-56,5,77,45,-
99,-2,126,0,0,-126,126,126
1830 ENVELOPE 2,1,-17,-15,-17,2
40,240,240,126,0,0,-126,126,126
1840 ENVELOPE 3,1,10,25,10,5,5,
5,126,0,0,-126,126,126
1850 ENDPROC
1860 DEF PROC_NEXT_LEVEL
1870 FOR S% = 1 TO 4:FOR i = 90 TO
90 STEP -1: SOUND 1,-15,1,1:NEXT i:
FOR D% = 1 TO 1300:NEXT D%:NEXT S%

```

```

1880 FOR i = 1 TO 800:NEXT i
1890 SOUND 1,2,23,80
1900 FOR i = 1 TO 45
1910 MOVE 365,800:GCOL0,RND(4):
PRINT"NEXT LEVEL"
1920 NEXT i
1930 IF T1% < 1 THEN T1% = 0
1940 SOUND 0,0,0,0
1950 MOVE 365,800:GCOL0,2:FOR i
i = 1 TO 10:VDU202:NEXT
1960 MOVE H%,Y%:GCOL 0,2:VDU202
:MOVE H%,Y%-32:VDU202
1970 ENDPROC
1980 DEF PROC_GUARD
1990 IF A% = 735 THEN PROC_ARROWR
:ENDPROC

```

```

2000 M = RND(2):IF M = 1 ENDPROC
2010 GCOL0,1
2020 MOVE 0,A%:VDU202:GCOL0,3:M
OVE 0,A%:VDU200
2030 GCOL0,1:MOVE 0,A%-32:VDU20
2:GCOL0,3:MOVE 0,A%-32:VDU200
2040 A% = A% + 64
2050 GCOL0,2:MOVE 0,A%:VDU220
2060 GCOL0,4:MOVE 0,A%:VDU221
2070 GCOL0,4:MOVE 0,A%-32:VDU22

```

```

2080 ENDPROC
2090 DEF PROC_ARROWR
2100 IF G% > 64 THEN 2140
2110 GCOL0,2:MOVE 0,A%:VDU202:M
OVE 0,A%-32:VDU202
2120 GCOL0,3:MOVE 0,A%:VDU220:G
COL0,4:MOVE 0,A%:VDU221:GCOL0,4:
MOVE 0,A%-32:VDU222
2130 IF X% = 0 AND A% = 735 THEN J%
= 0:ENDPROC

```

```

2140 GCOL0,2:MOVE G%,736:VDU202
2150 G% = G% + 64
2160 IF G% = 1099 THEN G% = 64
2170 GCOL0,4:MOVE G%,736:VDU223

```

```

2180 IF G% = X% AND Y% = 736 THEN J
% = 0:GCOL0,2:MOVE G%,736:VDU202:P
ROC_PRINT:GCOL0,4:G% = G% - 32:MOVE
G%,736:VDU223

```

```

2190 ENDPROC
2200 DEF PROC_DELG
2210 IF A% = 735 THEN GCOL0,2:MOV
E 0,A%:VDU202:MOVE 0,A%-32:VDU20
2:ENDPROC

```

```

2220 GCOL0,1:MOVE 0,A%:VDU202:G
COL0,2:MOVE 0,A%:VDU200:GCOL0,1:
MOVE 0,A%-32:VDU202:GCOL0,3:MOVE
0,A%-32:VDU200

```

```

2230 ENDPROC
2240 DEF PROC_ARROWL
2250 IF H% = X% AND Y% = 736 THEN J
% = 0:GCOL0,2:MOVE H%,736:VDU202:P
ROC_PRINT:GCOL0,4:H% = H% + 16:MOVE
H%,736:VDU224:ENDPROC

```

```

2260 GCOL0,2:MOVE H%,736:VDU202
:GCOL0,4:H% = H% - 64

```

```

2270 IF H% < 64 THEN H% = 1152
2280 MOVE H%,736:VDU224

```

```

2290 IF H% = X% AND Y% = 736 THEN J
% = 0:GCOL0,2:MOVE H%,736:VDU202:P
ROC_PRINT:GCOL0,4:H% = H% + 32:MOVE
H%,736:VDU224

```

```

2300 ENDPROC
2310 DEF PROC_LEVEL_5
2320 MOVE 1216,736:GCOL0,4:VDU2
05:MOVE 1216,704:GCOL0,1:VDU206:
MOVE 1216,736:GCOL0,1:VDU207:MOV
E 1216,736:GCOL0,3:VDU208:MOVE 1
216,704:VDU209

```

```

2330 MOVE 1089,896:GCOL0,2:VDU2
02:MOVE 1089,864:VDU202:MOVE 115
2,864:VDU202:MOVE 1120,832:DRAW 1
120,728

```

```

2340 ENDPROC
2350 GCOL0,1:MOVE 1144,765:VDU2

```

04



BY MARK TURNER

ELECTRON



```
2360 GCOL0,2:MOVE X%,Y%:VDU202:
MOVE X%,Y%-32:VDU202:Y%=736:PROC
_PRINT
```

```
2370 FOR P%=9 TO 1 STEP-1:PROC_
SOCP%):NEXT
```

```
2380 FOR P%=1 TO 7:PROC_SO(1):N
EXT:COLOUR134
```

```
2390 VDU4:FOR I=1 TO 80:PRINT T
AB(3,7)":"PRINT T
AB(3,7)"CONGRATULATIONS":NEXT I:F
ORU=1TO800:NEXTU:PRINT TAB(3,7)":"
VDU5
```

```
2400 *FX21,0
```

```
2410 GOTO 1570
```

```
2420 DEF PROC_PUAR
```

```
2430 D%=RND(3)
```

```
2440 IF D%=1 THEN E%=448
```

```
2450 IF D%=2 THEN E%=704
```

```
2460 IF D%=3 THEN E%=960
```

```
2470 GCOL0,3:MOVE E%,608:VDU220
```

```
:GCOL0,4:MOVE E%,608:VDU221:GCOL
0,4:MOVE E%,576:VDU222
```

```
2480 ENDPROC
```

```
2490 DEF PROC_ARROW_UP
```

```
2500 GCOL0,2:MOVE E%,R%:VDU202
```

```
2510 R%=R%+32:IF R%=832 THEN R%
=640
```

```
2520 GCOL0,4:MOVE E%,R%:VDU215
```

```
2530 IF E%=X% AND R%+32=Y% OR E
%=X% AND R%=Y% THEN J%=0:GCOL0,2
:MOVE E%,R%:VDU202:PROC_PRINT:GC
OL0,4:R%=R%-16:MOVE E%,R%:VDU215
:GOTO 1490
```

```
2540 ENDPROC
```

```
2550 DEF PROC_TITLE
```

```
2560 VDU 19,2,11;0;0;0;VDU 23,
1;0;0;0;0;
```

```
2570 COLOUR 1:PRINT TAB(14,1);"
presenting"
```

```
2580 W%=4
```

```
2590 FOR I%=1 TO 179
```

```
2600 READ V%
```

```
2610 SOUND 1,-15,V%+15,1
```

```
2620 IF V%=-1 THEN W%=W%+1:GOTO
2650
```

```
2630 COLOUR 129:COLOUR 2
```

```
2640 PRINT TAB(V%,W%);CHR$(216)
```

```
2650 NEXT I%
```

```
2660 COLOUR 3:PRINT TAB(14,18);
```

```
R#;
```

```
2670 FOR I=1 TO 600:NEXT I
2680 PROC_SO(10)
2690 FOR I=1 TO 900:NEXT I
2700 COLOUR129:COLOUR 3
2710 PRINT TAB(8,24);"Do you wa
nt sound (Y/N)?"
```

```
2720 VDU 19,2,7;0;0;0;0;
```

```
2730 B$=GET$
```

```
2740 IF B$="Y" THEN 2780
```

```
2750 IF B$(">")="N" THEN 2730
```

```
2760 *FX 210,1
```

```
2770 ENDPROC
```

```
2780 *FX 210,0
```

```
2790 ENDPROC
```

```
2800 DEF PROC_SO(P%):SOUND 1,-1
```

```
5,94,P%:SOUND 1,-15,103,P%:SOUND
```

```
1,-15,85,P%:SOUND 1,-15,46,P%:S
```

```
OUND 1,-15,72,P%+P%/5:ENDPROC
```

```
2810 DATA 1,4,6,8,10,13,15,16,1
```

```
7,19,21,23,24,27,28,29,31,32,33,
```

```
35,37,-1,1,4,6,8,10,11,13,15,19,
```

```
21,23,25,27,29,31,35,37,-1
```

```
2820 DATA 1,4,6,8,10,12,13,15,1
```

```
9,20,21,23,24,27,28,29,31,35,36,
```

```
-1,1,2,3,4,6,8,10,13,15,19,21,23
```

```
,25,27,29,31,35,36,-1
```

```
2830 DATA 1,4,6,7,8,10,13,15,16
```

```
,17,19,21,23,24,25,27,29,31,32,3
```

```
3,35,37,-1,1,4,35,38,-1,1,4,8,9,
```

```
10,12,13;14,16,17,18,20,21,22,24
```

```
,26,28,29,30,35,38,-1
```

```
2840 DATA 8,10,12,16,20,24,26,2
```

```
8,-1,8,9,12,13,14,16,17,18,20,24
```

```
,26,28,29,30,-1,8,10,12,18,20,24
```

```
,26,28,-1,8,10,12,13,14,16,17,18
```

```
,20,21,22,24,25,26,28,29,30
```

DIVER



```

100 CLR: DIM OCT(4), TRE(8)
110 V=36878: S0=36876: S=7688: P1=36841: C=384
120 K=197: OCT(0)=8183
130 OCT(1)=8187: OCT(2)=8112: OCT(3)=8117: CC
140 =36823: CC(1)=36827: CC(2)=36832: CC(3)=
150 36837
160 GOSUB 1800
170 TIS="000000"
180 FOR I=0 TO 3
190 IF PEEK(OCT(I))=37 THEN X=-22: GOT060
200 IF OCT(I)=P THEN X=288
210 POKE OCT(I), 32
220 J=INT(4*RND(1)+1)
230 IF J=1 THEN X=-22
240 IF J=2 THEN X=-22
250 IF J=3 THEN X=-1
260 IF J=4 THEN X=1
270 CC(I)=C+(I)*X: OCT(I)=OCT(I)+X
280 IF PEEK(OCT(I))=37 THEN X=-22: GOT060
290 IF OCT(I)=8141 THEN X=-22: GOT060
300 IF OCT(I)=8854 THEN X=-22: GOT060
310 IF OCT(I)=P THEN X=288
320 POKE OCT(I), 35: POKE CC(I), 8: B$=RIGHT$(T
330 I, 2): PRINT "00000000": B$ IF VAL(B$)=48 T
340 THEN 280
350 NEXT
360 IF PEEK(K)=64 THEN 280
370 IF PEEK(K)=13 THEN 0=-22
380 IF PEEK(K)=37 THEN 0=22

```

```

480 IF PEEK(K)=24 THEN 0=-1
490 IF PEEK(K)=22 THEN 0=1
500 POKE P, 32: P=P+0: P1=P1+0
510 IF PEEK(P)=32 THEN 150
520 IF P<7768 THEN P=P+22: P1=P1+22
530 IF P>8141 THEN P=P-22: P1=P1-22
540 IF PEEK(P)=37 THEN 330
550 IF P=7769 THEN 350
560 POKE P, 35: POKE P1, 6
570 GOT020
580 PRINT "000000" SC
590 GOT020
600 POKE V, 15: FOR I=255 TO 128 STEP -1: POKES0=
610 NEXT
620 FOR T=1 TO 300: NEXT: POKES0=2, 8
630 FOR T=8185 TO 7688 STEP -1: POKET, 32: NEXT
640 PRINT "0000 YOU WERE STRANGLD BY T
650 HE OCTOPUS"
660 PRINT "0000 BUT YOU SCORED SC" 0000 POIN
670
680 PRINT "0000 ANOTHER GAME?"
690 GETA$: IF A$<>"Y" AND A$<>"N" THEN 260
700 IF A$="Y" THEN RUN
710 PRINT "0000 YOU NEED SWIMMING LESSO
720 N0"
730 END
740 POKE V, 15: FOR I=255 TO 128 STEP -1: POKES0=
750 NEXT: FOR T=1 TO 300: NEXT: POKES0=1, 8
760 FOR T=7688 TO 8185: POKET, 32: NEXT
770 PRINT "0000 JUUGH"
780 PRINT "0000 YOU SUFFOCATED!"

```


BY FERGAL MCGIRL

MC 20

Diving for gold can be a dangerous business when you are faced with man-eating sharks, poisonous jelly fish and, worst of all, a giant octopus.

You have to step into a wet suit and breathing apparatus and go in search of a fortune of gold lying on the sea bed.

Remember, you'll have to tackle those fishy characters on your way up to your speed boat, as well as on the way down — so, be warned.

VARIABLES

Oct (x) — Octopus' location

X — Next position

P — Player's position

Q — Player's next location

SC — Score

BS — Oxygen

U — Volume

SO — Speaker

```
320 GOTO248
330 POKEP,35:POKEP1,6:POKEV,10:POKES0,25
340 FORI=15T08STEP-.3:POKEV,1:NEXT SC=SC+5
340 POKEP,8:GOTO155
350 POKE7769,42
360 FORI=36874T036876:POKEI,255:FORI=15T
08STEP-.2:POKEV,T:NEXTT:POKEI,0:NEXTI
```

```
370 SC=SC+100:R=R+1:IFR>8THENS
380 POKEV+1,9:PRINT"### CONGRATULATION
390 PRINT"### YOU PASSED ALL 9
400 PRINT"### YOU ARE NOW A LEVE
410 PRINT"### SEA DIVER." QUALI
420 IFAS="N"THENPRINT"### WOULD YOU LIKE TO TRY AND
430 GETA:IFAS="Y"ANDAS="N"THEN420
440 IFAS="N"THENPRINT"### PREPARE TO DUNK!"
450 IFAS="N"THENPRINT"### PRACTICE IN YOUR
460 END
470 POKEV+3,155:POKEV+1,24+R:POKEV-9,25
480 PRINT"###":FORI=1T0110:PRINT"###":NE
490 FORI=36862T036865:POKEI,5:NEXT
500 J=INT(3*8ND(1)+1)
510 IFJ=1THENA=35
520 IFJ=2THENA=36
530 IFJ=3THENA=40
540 POKEI,A:NEXT
550 FORI=8164T08185:POKEI,44:NEXT
560 A(T)=8122+J*MMA(T)-S+C:POKEA(T),37
570 T=NEXTT
580 FORI=155T0348STEP-1:POKEV+3,1:FORI=1
590 NEXTI
600 D=7768:D1=38508:L=0
610 FORI=1T020
620 POKEV,7:POKES0+1,208:POKEV,41:POKE
630 POKEV+1,42:POKEI,1,6
640 FORI=1T068:NEXT POKEV+1,0:POKEV,44
650 POKEV,41:POKEV+1,44
660 POKEV+1,3:D=D-1:D1=D-1:FORI=1T068
670 NEXTI,2:POKEV,41:POKEV,1,6:POKEV+1,42:PO
680 KED1,1,6
690 GETA:IFAS="N"THEN1160
700 POKE7769,43:FORI=36851T036841STEP22
710 POKEI,6:NEXT
720 POKEV,5:A1=255:FORP=7754T08899STEP2
730 POKEP,35:POKES0+1,A1:FORI=1T038:NEXT
740 POKEV+1,0:POKEV,32:FORI=1T038:NEXT
750 A1=9:NEXTA
760 PRINT"### SCORE "SC
770 PRINT"### OXYGEN:"
780 POKEP,35:RETURN
READY,
```

```

1000 REM PLANET LANDER
1001 REM BY
1002 REM ANDY RODEN
1003 REM 8
1004 REM DAVE MASON
1005 REM
1006 POKE 36879,248
1007 PRINTCHR(8)
1008 PRINT "L"
1009 POKE36881,242
1010 PRINT "NEW SOFTWARE PRESENTS"
1011 PRINT "PLANET LANDER"
1012 POKE52,29:POKE56,29:POKE51,255:POKE5
1013 52,55
1014 FORA=0T0511:POKE7168+A,PEEK(32768+A)
1015 :NEXT
1016 FORI=7168T07223:READA:POKE1:A:NEXT
1017 PRINT "PRESS SPACE"
1018 :IFAR
1019 IFPEEK(197)=32THENG0T0150
1020 FORI=1T0450:NEXT
1021 PRINT "PRESS SPACE"
1022 :IFAR
1023 IFPEEK(197)=32THENG0T0150
1024 FORI=1T0450:NEXT
1025 G0T0125
1026 POKE36869,255
1027 PRINT "PLANET LANDER"
1028 :IFAR
1029 PRINT
1030 READA:IFA#=""THENG0T0180
1031 IFA#=""THENPRINT:G0T0165
1032 PRINTAS:
1033 FORI=1T0410:NEXT
1034 G0T0165
1035 IFPEEK(197)=32THENPRINT:G0T0200
1036 G0T0180
1037 PRINT "PLANET LANDER"
1038 :IFAR
1039 PRINT
1040 POKE36869,242
1041 PRINT "USE THE FOLLOWING KEYS TO REVE
1042 ENT YOUR SHIP FROM CRASHING INTO THE
1043 STARS"
1044 PRINT "MOVE RIGHT,1"
1045 PRINT "MOVE LEFT,-1"
1046 PRINT "THRUST,....-1"
1047 PRINT "PRESS SPACE IAR"
1048 FORI=1T02750:NEXT
1049 IFPEEK(197)=32THEN240
1050 G0T0238
1051 PRINT "PLANET LANDER"
1052 :PRINT:PRINT

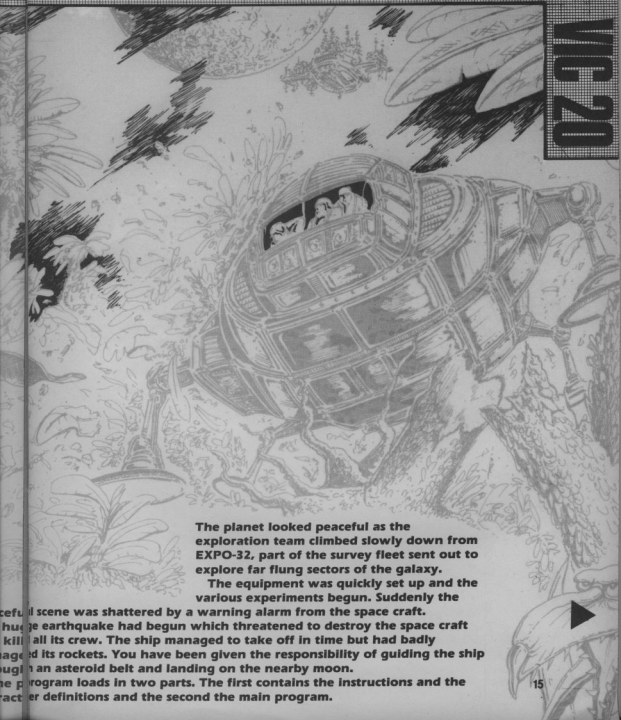
```

[illegible]

14

BY DAVID MASON

VIC 20



The planet looked peaceful as the exploration team climbed slowly down from EXPO-32, part of the survey fleet sent out to explore far flung sectors of the galaxy.

The equipment was quickly set up and the various experiments begun. Suddenly the

peaceful scene was shattered by a warning alarm from the space craft. A huge earthquake had begun which threatened to destroy the space craft and kill all its crew. The ship managed to take off in time but had badly damaged its rockets. You have been given the responsibility of guiding the ship through an asteroid belt and landing on the nearby moon.

The program loads in two parts. The first contains the instructions and the character definitions and the second the main program.

PART 2

```

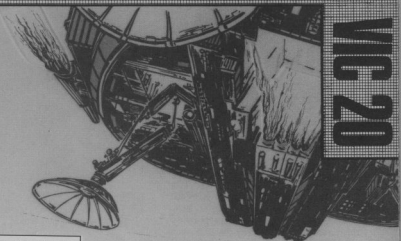
1240 R2=C*1+32:POKERP+22,32
1242 RP=RP+F
1238 POKERP,R1:POKERP+22,R2:POKERP+C,1:P
OKERP+22+C,1
1240 IFEEK(RP+44)=5THENGOSUB3000
1245 IFRP=8097THENPRINT"CRASH!!CRASH!!CRASH!!"
1246 IFRP=8097THENPRINT"YOU CLEARED",
ZA:"PLANETS":GOTO4050
1250 RETURN
1400 REM
1410 POKERP,32:POKERP+22,32 POKERP+C,1:P
OKERP+22+C,1
1420 RP=RP+F
1430 POKERP,32:POKERP+22,32 POKERP+C,1:P
OKERP+22+C,1
1440 IFEEK(RP+44)=5THENGOSUB3000
1445 IFRP=8119THENPRINT"CRASH!!CRASH!!CRASH!!"
1446 IFRP=8119THENPRINT"YOU CLEARED",
ZA:"PLANETS":GOTO4000
1450 RETURN
1600 POKERP,R1:POKERP+22,R3
1610 POKERP,32:POKERP+22,32
1621 POKE36677,200
1623 F=F-15
1625 RP=RP-22
1630 POKERP,R1:POKERP+22,R3
1640 POKE36677,0:RETURN
2000 PRINT"YOU RAN OUT OF FUEL"
2010 PRINT"YOU CLEARED",ZA:"PLANETS":
GOTO4050
2030 PRINT"WELL DONE"
2040 ZA=ZA+PRINT"PLANETS"
2010 FORR=101-41STEP-22:POKERP,R1:P
OKERP+22,R3:POKE36677,INT(RND(1)*125)+10

```



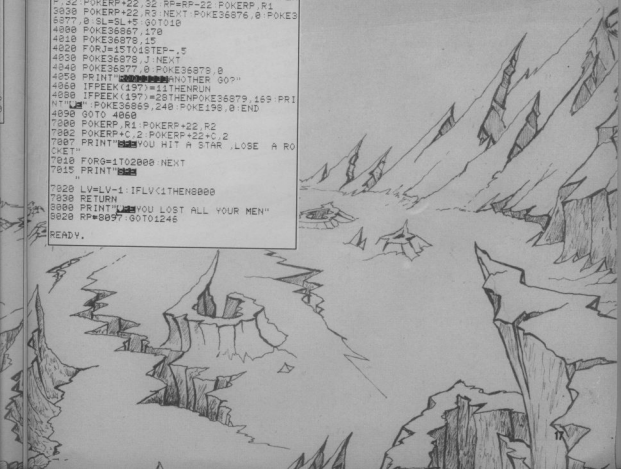
BY DAVID MASON

VIC 20



```
3020 POKE36877,200:FORA=1TO50:NEXT:POKER
P,32:POKERP+22,32:RP=RP-22:POKERP,R1
3030 POKERP+22,R3:NEXT:POKE36876,0:POKE3
6877,0:SL=SL+5:GOTO10
4000 POKE36867,170
4010 POKE36878,15
4020 FORJ=15TO1STEP-.5
4030 POKE36878,J:NEXT
4040 POKE36877,0:POKE36878,0
4050 PRINT"CAN YOU HIT A STAR?"
4060 IFPEEK(197)=11THENRUN
4080 IFPEEK(197)=23THENPOKE36879,169:PRI
NT"LOSE":POKE36869,240:POKE198,0:END
4090 GOTO 4060
7000 POKERP,R1:POKERP+22,R2
7010 POKERP+C,2:POKERP+22+C,2
7020 PRINT"CAN YOU HIT A STAR, LOSE A RO
CK?"
7010 FORG=1TO2000:NEXT
7015 PRINT"LOSE"
7020 LV=LV-1:IFLV<1THEN8000
7030 RETURN
8000 PRINT"CAN YOU LOSE ALL YOUR MEN?"
8020 RP=8097:GOTO1245
```

READY.



CHOPPER COMMAND


Dragon owners might feel a little left out compared with Spectrum and 64 owners, especially when you consider the mountains of software available for both machines.

Ian Collinson has come to the rescue with a great version of a helicopter game which rocketed to the top of the American software charts last year.

An aeroplane carrying troops to the battle front has exploded in mid-air near your chopper. The troops didn't have enough time to grab their parachutes and are free-falling to the ground — and certain death.

Using your turbo-charged helicopter, you must pluck the falling men from the air. The helicopter, however, is very heavy on fuel and you will have to return to the refuelling pad several times during your mission. Each progressive level increases in difficulty as the aeroplane explodes at lower altitudes.

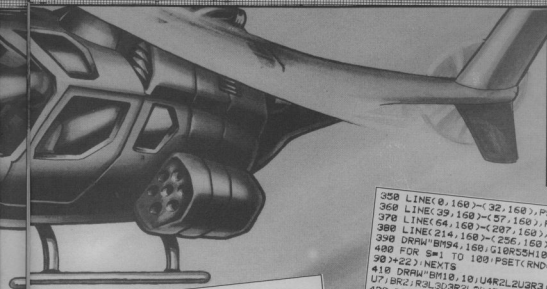
The helicopter is controlled using a joystick.



```
100 "CHOPPER COMMAND
110 "FOR THE DRAGON 32
120 "BY IAN COLLINSON (1984)
130 CLS:INPUT"DOES YOUR DRAGON WORK
140 AT DOUBLE SPEED":I#
150 IF LEFT<I#>="Y"THEN POKE 65495
160 ELSE POKE 65494,0
170 CLEAR 2000
180 HS=0
190 CLS:PRINT"
-----"
200 PRINT
210 PRINT"
32"
210 GOSUB 1000
220 GOSUB 1000
CHOPPER COMMAND
(C) I. COLLINSON"
FOR THE DRAGON
```

BY IAN COLLINSON

DRAGON



```

230 GOSUB 1620
240 SC=0:LI=3:LV=1:MS=1:NF=10
250 GOTO 2160
260 PMODE 4,1:PCLS:SCREEN 1,1
270 X=100:Y=70
280 MC=0:MF=0
290 TREE="R1E1U1H1L1M2U2R1L2U1E1U1L
1U1E1U1E1U1E1R2F1D1E1U1E1R2F2R2D1U1R1F
1D1G2
R1D1F1G1D2L1D2U1L2D1G1R1G1D10F2L9:BR6
BU13:L2U1:BR2BU1:U1R1:BR2BU1:U2R1:BL4:
D2H2:
BU2:L2U1G2:BD3:R2F2L1:G1:BU1BR3:R2G2
FIR1"
300 DRAW"BM30,165:"+TREE#
310 DRAW"BM55,170"+TREE#
320 DRAW"BM205,171"+TREE#
330 CIRCLE(230,175),20,,,2
340 LINE(0,0)-(256,192),PRESET,8
    
```

```

350 LINE(0,160)-(32,160),PSET
360 LINE(39,160)-(57,160),PSET
370 LINE(64,160)-(82,160),PSET
380 LINE(214,160)-(232,160),PSET
390 DRAW"BM94,160:G10R55H10"
400 FOR S=1 TO 100:PSET(RND(256),RND(
90)+22):NEXTS
410 DRAW"BM10,10:U4R2L2U3R3:BR2:D7R4
U7:BR2:R3L3D3R2L2D4R3:BR2:R3L3U7"
420 DRAW"BM215,16:D4R2BU4BR2D4U4BR2D2
F2E2U2BR2R2L2D2R1L1D2R2BU4BR3R2L2G1F1
R2F1G1 L2"
430 FU=190
440 PC=1
450 DI=3
460 LINE(30,4)-(189,9),PSET,BF
470 DRAW"BM89,12:F2H2G2E2D4"
480 GOTO 570
490 IF LI=1 THEN S50
500 X1=200
510 ON PC GOSUB 2100,2120,2140
520 IF LI=2 THEN S50
530 X1=227
540 ON PC GOSUB 2100,2120,2140
550 PC=PC+1:IFPC=4THENPC=1
560 RETURN
570 IF MF=1THEN600 ELSE 580
580 IF RND(RF)<2 THEN MF=1
590 MX=RND(220)+12:MY=35
600 IF DI=1 THEN PUT(X-3,Y-2)-(X+20,Y
+14),CR,PSET
610 IF DI=2 THEN PUT(X,Y-2)-(X+23,Y+1
4),CL,PSET
620 IF DI=3 THEN PUT(X,Y-2)-(X+23,Y+1
4),CM,PSET
630 IFY>125THENLINE(90,160)-(130,160)
,PSET
640 IF MF<1 THEN 710
650 ON PM GOSUB 1410,1450,1430,1450
660 MY=MY+MS
670 IF MY>147 THEN MF=0:GOTO1470
680 PM=PM+1:IFPM=5THENPM=1
    
```

CHOPPER COMMAND

```

690 IFX>MX-20ANDX<MX+6ANDY<MY+13ANDY>
MY-10THENMF=0:LINE(MX,MY)-(MX+5,MY+11
),PRES
ET,BF:SC=SC+10:PLAY"T25504V31GFGDED":
FU=FU+10:MC=MC+1
700 IF MC=5 THEN LV=LV+1:MS=MS+1:
GOTO 2240
710 PSET(RND(256),RND(70)+22)
720 GOSUB 920
730 P=PEEK(65280):IFP=126ORP=254THEN
SP=0:LINE(X-3,Y-2)-(X+25,Y+15):
PRESET,BF:FU=
FU-1ELSESP=3
740 J=JOYSTK(0):J1=JOYSTK(1)
750 IFJ>60THENX=X+SP:D1=1
760 IFJ<3THENX=X-SP:D1=2
770 IFJ>3ANDJ<60THEND1=3
780 IFJ1>60THENY=Y+SP
790 IFJ1<3THENY=Y-SP
800 IFY<125THEN870
810 IFX<95ANDJ1>60THENY=Y-SP
820 IFX<95ANDJ1<3THENX=X+SP
830 IFX>105ANDJ1>60THENY=Y-SP
840 IFX>105ANDJ1<3THENX=X-SP
850 LINE(90,160)-(130,160),PSET
860 DRAW"BM94,160,G10R55H10"
870 IFY<25THENY=25
880 IFX<5THENX=5
890 IFX>227THENX=227
900 IFY>155THENY=155:FU=FU+8:SOUNDFU
,1
910 GOTO 990
920 IFFU>190THENFU=190
930 FU=FU-.75
940 LINE(FU,3)-(200,10),PRESET,BF:
LINE(FU-1,4)-(30,9),PSET,BF
950 IF FUK31THEN1270

```

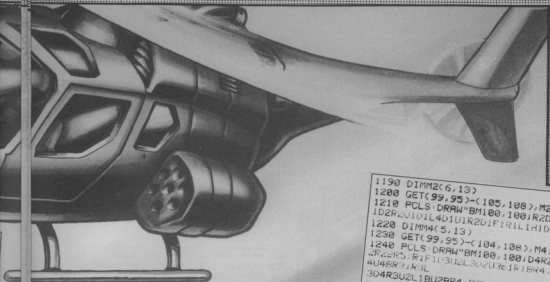
```

960 IF FUK90 THEN SOUND150,1:PUT(140
,3)-(178,11),DR,PSET
970 GOSUB 490
980 RETURN
990 GOTO 570
1000 PMODE 4,1:PCLS
1010 DRAW"BM100,100,R12L6D6U4L4G1D2L
1R14U2G1D1L1L4U1L1R1U1H1D1L2G1R1F1D
2R2L6U2D2
L2"
1020 DIM CL(23,15)
1030 GET(97,96)-(120,111),CL,G
1040 PCLS
1050 DRAW"BM101,100,L12R6D6U4R4F102R
1L14U2F1D1R1R4U1R1L1U1E1D1R2F1L1G1D
2L2R6U2D2
R2"
1060 DIM CR(23,16)
1070 GET(82,96)-(105,112),CR,G

```


BY IAN COLLINSON

DRAGON



```

1080 PCLS: DRAW"BM100,100;F2E2G2D1R2L
4R2D2R1D2L2U2R2"
1090 DIMM(5,13)
1100 GET(99,95)-(104,108),M,G
1110 PCLS: DRAW"BM100,100;R13L7D2R2F1
D2G2D1R1L1U2L2D2L1K1U2L1U1R4L2U1D1L
3U2E1R3"
1120 DIM CM(23,17)
1130 GET(95,96)-(118,113),CM,G
1140 PCLS: DRAW"BM100,100;R2D2L2U2D2R
1D2R2L4R2D1F2H2G2"
1150 DIMM1(5,13)
1160 GET(99,95)-(104,108),M1,G
1170 PCLS: DRAW"BM99,105;R6L3U1R1D2L2
U2"
1180 PRESET(102,105)
    
```

```

1190 DIMM2(6,13)
1200 GET(99,95)-(105,108),M2,G
1210 PCLS: DRAW"BM100,100;R2D2L2U2D2R
1D2R2U1D1L4D1U1R2U1F1R1L1H1D2"
1220 DIMM4(5,13)
1230 GET(99,95)-(104,108),M4,G
1240 PCLS: DRAW"BM100,100;D4R2E1U2H1L
2R2R5,R1F1D3U2L3U2U3E1R1R4,D4U4F
4U4R3,R3L
3D4R3U2L1BU2BR4,R3L3U2R2L2D2R3BU4BR3,
D4U4R3D2L3R1F2"1250 DIM DR(35,8): GET
(99,99)
-(137,107),DR,G
1260 RETURN
1270 PUT(X-3,Y-2)-(X+20,Y+14),CR,PSET
1280 SOUND200-Y,1
1290 Y=Y+2
1300 PUT(X,Y-2)-(X+23,Y+14),CM,PSET
1310 SOUND200-Y,1
1320 PUT(X,Y-2)-(X+23,Y+14),CL,PSET
1330 SOUND200-Y,1
1340 Y=Y+2
1350 IFY<150THEN1270
1360 PUT(X,Y)-(X+20,Y+11),CR,PSET:
PORT=31TO10STEP-2: PLAY"V+STRKT":
ITL55/103:IDE
HD":NEXTT:PORT=1TO500: NEXTT
1370 PLAY"O1V31T4L2GP100GP00L4/P100L
3GL4B-HAUG+G"
1380 LI=LI-1
1390 IF LI=0 THEN GOTO 1490
1400 GOTO250
1410 PUT(MX,MY)-(MX+5,MY+13),M,PSET
1420 RETURN
1430 PUT(MX,MY)-(MX+5,MY+13),M1,PSET
1440 RETURN
1450 PUT(MX,MY)-(MX+6,MY+13),M2,PSET
1460 RETURN
1470 PUT(MX,MY)-(MX+8,MY+15),M,PSET
1480 PORT=31TO10STEP-2: PLAY"V"+STR(K
T)+":IT255/103:DEAD":NEXTT:GOTO 1370
1490 FOR T=1 TO1000:NEXTT
1500 CLS:AB="GAME OVER"
    
```



CHOPPER COMMAND

```

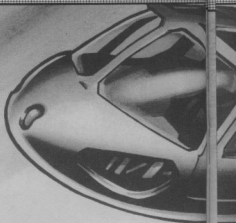
1510 FOR T=1 TO 9:PRINT@105+T,MID$(A
B,T,1):SOUND100-(T*10),1 FOR DL=1
TO 200:NE
XT DL:T
1520 PRINT@200,"YOU SCORED";SC;
1530 IF SC>HS THEN HS=SC:GOTO 1540
ELSE GOTO 1560
1540 PRINT@320,"WELL DONE,YOU'VE
BEATEN TODAY'S HIGH SCORE!"
1550 GOTO 1570
1560 PRINT@320,"TODAY'S HIGH SCORE
IS";HS
1570 PRINT@365,"DO YOU WANT ANOTHER
GOT (Y/N)"
1580 IF INKEY$="Y" THEN GOTO 240EL
SE IF $="N" THEN GOTO 1600
1590 GOTO 1580
1600 CLS:PRINT"BYE..THANKS FOR
PLAYING!";POKE65494,0:END
1610 FORT=1 TO 2000:NEXTT:GOTO 220
1620 PMODE 4,1:PCLS
1630 DRAW"BM55,20/L15E15R15,BR6,G15E
7R15G7E15,"
1640 DRAW"BR6,R15G15L15E15R15,BR6,
G15E8R15E7L15R15,"
1650 DRAW"BR6,G15E8R15E7L15R15,BR6,
G15R15L15E8R15E7R15,"
1660 DRAW"BR6,G15E15R15G7L15R7D8"
1670 DRAW"BM55,30/G15R15L15E15R15,
BR6,R15G15L15E15R15,"
1680 FOR T=1 TO 2
1690 DRAW"BR6,G15E15R7G7E7R7G15E15,"
1700 NEXTT
1710 DRAW"BR6,G15E15R15G7L15R15G8E1
5,BR6G15E15D15E15,"

```

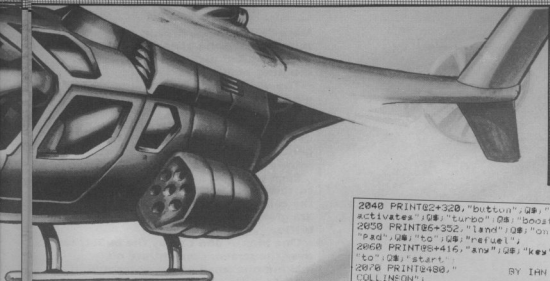
```

1720 DRAW"BR6,R15G15L15R3E15,"
1730 SCREEN 1,1
1740 FOR T=215 TO 20 STEP-2
1750 PUT(T,70)-(T+23,85),CL,PSET
1760 NEXTT:PUT(20,70)-(43,85),CM,
PSET
1770 FORT=1T05:FORTN=230 TO T*9+180
STEP-2
1780 PUT(TN,70)-(TN+5,83),M4,PSET
1790 PLAY"TS002C"
1800 LINE(TN,70)-(TN+6,83),PRESET,BF
1810 PUT(TN,70)-(TN+5,83),M1,PSET
1820 PLAY"TS001C"
1830 LINE(TN,70)-(TN+7,83),PRESET,BF
1840 NEXT TN
1850 PUT(TN,70)-(TN+5,83),M1,PSET
1860 NEXTT

```



BY IAN COLLINSON



DRAGON

```
1870 PLAY"TA03V31L4L1":FORT=1T02:
PLAY"L4B-AB-AB-AL2GL4AGAGGL4.FL6AL
4GFGFGL4.EL
36L4FEFEFGL2AL1AL2AL4CDDCDL2CL4CDD
CDDL2CL4CDDFGFCDL1DL2.L4C":NEXTT
PLAY"L1DL2.
L4CDDFL2DDDL2.D"
1880 FOR T=1 TO 2000:NEXTT:RETURN
1890 PRINT:PRINT"INSTRUCTIONS
?<Y/N>"
1900 IF=INKEY$
1910 IFI$="Y"THEN1940
1920 IFI$="N"THENRETURN
1930 GOTO1900
1940 CLS:Q$=CHR$(128)
1950 FORT=0T031:POKE1024+T,143:POKE1
504+T,143:NEXTT
1960 FORT=0T0480STEP32:POKE1024+T,1
43:POKE1055+T,143:NEXT
1970 PRINT"CHOPPER COMMAND"
1980 PRINT@10+64,"instructions";
1990 PRINT@3+128,"the":Q$:"object"
:Q$:"of":Q$:"the":Q$:"game":Q$:"is";
2000 PRINT@4+160,"to":Q$:"catch":Q$
:"the":Q$:"five":Q$:"crew":Q$;
2010 PRINT@3+192,"of":Q$:"a":Q$;
falling":Q$:"plane":Q$:"in":Q$:"your";
2020 PRINT@11+224,"helicopter";
2030 PRINT@2+288,"right":Q$;
Joystick":Q$:"moves":Q$:"chopper";
```

```
2040 PRINT@2+320,"button":Q$;
activates":Q$:"turbo":Q$:"boost";
2050 PRINT@6+352,"land":Q$:"on":Q$;
pad":Q$:"to":Q$:"refuel";
2060 PRINT@8+416,"any":Q$:"key":Q$;
to":Q$:"start";
2070 PRINT@480;"BY IAN
COLLINSON";
2080 IFINKEY$=""THEN2080
2090 RETURN
2100 PUT(X1,1)-(X1+23,14).CR,PSET
2110 RETURN
2120 PUT(X1,1)-(X1+23,14).CL,PSET
2130 RETURN
2140 PUT(X1,1)-(X1+23,14).CM,PSET
2150 RETURN
2160 CLS:PRINT"SCORE=";SC:"LIVES=";LI;
2170 PRINT:PRINT:PRINT:PRINT"HIGH
SCORE=";HS
2180 PRINT@236,"LEVEL=";LV
2190 PRINT@324,"PRESS ENTER TO
CONTINUE"
2200 INPUTZX$
2210 IF MS=6THENMS=1:NF=NF-1:SC=SC
+500
2220 IF NF<=2THEN NF=10:MS=1:SC=SC+
1000
2230 GOTO 260
2240 BONUS=(LV-1)*100:SC=SC+BONUS
2250 CLS:PRINT@128,"WELL DONE YOU
HAVE FINISHED LEVEL";LV-1
2260 PRINT@234,"BONUS=";BONUS
2270 TUNES="02L4GG:L2GD46BL2BGL4GB
3L2DDL4C02B:1HL4AB03L2C00ZL4BRL2BGL
4GBL2ADL4
F#AL1G";
2280 Z$=TUNES+TUNES:PLAY 16+Z$B
2290 GOTO 2160
2300 "CHOPPER COMMAND
2310 "BY IAN COLLINSON
2320 "ALL REMS CAN BE LEFT OUT
```

BRICKIE

1 POKE 23655,8: GO SUB 9000:
REM

STARTING GRAPHICS

```

PLOT 20,100: DRAW 0,70
PLOT 20,170: DRAW 0,70
DRAW 0,-35: DRAW 0,0
DRAW 20,0: PLOT 40,135
DRAW 0,-35: DRAW -20,0
PLOT 20,100: DRAW 0,70
DRAW 20,0: DRAW 0,-35: DRAW -20,0
DRAW 20,0
PLOT 61,135: DRAW 17,-35
PLOT 110,100: DRAW 0,70
PLOT 155,152: DRAW -35,0: PI
DRAW 0,-34: DRAW 34,0: PI
PLOT 165,100: DRAW 0,70
DRAW 200,170: DRAW -35,-35
DRAW 205,-35
PLOT 210,170: DRAW 15,-40
DRAW 15,40
PLOT 225,130: DRAW 0,-30
PRINT AT 11,10: PAPER 1: "BY
MARK CHILDS"
31 FOR F=0 TO 255: PLOT F,175:
NEXT F
32 FOR F=175 TO 70 STEP -1: PL
OT F,175: NEXT F
33 FOR F=255 TO 0 STEP -1: PLO
T F,70: NEXT F
34 FOR F=70 TO 175: PLOT 0,F:
NEXT F
40 GO SUB 9300
50 PAPER 0: CLS
60 REM

```

INSTRUCTIONS

```

70 PRINT AT 0,0: PAPER 1: "
I N 5 R U C O N 3 "
80 PRINT AT 2,0: "IN THIS GAME
YOU HAVE TO TRY TO BREAK THROUGH
THE WALL AND GO THROUGH THAT
HOLE TO SAFETY. BUT BEFORE
YOU CAN SHOOT A BRICK OUT OF
THE WALL YOU HAVE TO ANSWER A Q
UESTION CORRECTLY. IF YOU ANS
WER THAT QUESTION CORRECTLY YOU
CAN SHOOT A BRICK OUT OF THE WA
LL, BUT IF YOU GET THE QUESTION
WRONG YOU GET ANOTHER ROW O
F BRICKS ADDED TO THE BOTTOM O
F THE WALL.
90 PRINT AT 14,0: "BEFORE TYP
ING IN ANSWER MAKE SURE THE COM
PUTER IS IN CAPS. LOOK, ANY MI
SS SPELLINGS WILL BE COUNTED A
S WRONG!!"
91 PRINT "PRESS 'P' TO FIRE BU
LLET."
100 PRINT AT 20,0: PAPER 1: "PL
EASE PRESS ANY KEY TO PLAY"
110 PAUSE 0
160 REM

```

PRINTING WALL

```

170 CLS: FOR F=0 TO 10: PRINT
AT F,0: INK 2: "BABABABABABABAB
BABABABABABABAB": NEXT F
180 FOR F=0 TO 10 STEP 2: PRINT
AT F,0: INK 2: "BABABABABABABAB
BABABABABABABAB": NEXT F

```

Mark Childs' game, Brickie, tests your skill at answering general knowledge questions and spelling as well as your shooting ability.

The game begins by building a gigantic wall which you must shoot your way through. But before you get your first shot, you must answer one of over 200 questions ranging from gardening through to spelling and astrology.

Each time you answer a question correctly and with perfect spelling, if the computer accepts the answer, you are given one blast at the wall of bricks.

One hint — don't spray the bullets all over the screen. Concentrate on making one small pathway through the wall.

Full instructions are included in the listing.

```

185 FOR F=11 TO 20: PRINT AT F,
0: INK 5: BRIGHT 0:
190 PRINT AT 19,0: INK 1: "
195 REM

```

ASKING QUESTION

```

200 LET Z=INT (RND+140)+1001: A
STORE Z: READ A$,B$
205 BRIGHT 0
210 PRINT AT 20,0: INK 7: A$
215 LET N=N+1
220 INPUT C$
225 REM

```

CHECKING ANSWER

```

230 PRINT AT 20,0: "
";AT 21,0: "
240 IF C$=B$ THEN GO TO 500
245 REM

```

WRONG ANSWER

```

250 PRINT AT 20,0: "WRONG!! THE
WORD WAS "; PAPER 1: B$
260 FOR F=1 TO 500: NEXT F
265 IF B=0 THEN PRINT AT A,0: I
NK 2: "BABABABABABABABABABABABA
BABABA"
270 IF B=1 THEN PRINT AT A,0: I
NK 2: "BABABABABABABABABABABABA
BABABA"
280 IF B=0 THEN GO TO 300
290 GO TO 340
300 LET B=1
310 LET A=A+1

```

BY MARK CHILDS

SPECIUM

```

320 IF A=18 THEN GO TO 9100
330 GO TO 200
340 LET B=0: LET A=A+1
350 IF A=18 THEN GO TO 9100
360 GO TO 200
370 REM

```

CORRECT ANSWER

```

380 LET C=C+1
390 PRINT AT 18,0: PAPER 1: INK

```

CORRECT

```

520 FOR F=1 TO 20: NEXT F
530 FOR F=18 TO 21: PRINT AT F,
0: INK 5: "": NEXT F

```

```

540 FOR F=9 TO 0 STEP -1: PRINT
AT 20,15:F: BEEP .1,20: NEXT F
550 PRINT AT 20,15:
555 REM

```

MOVING OF SPACECRAFT

```

560 FOR F=0 TO 31
570 PRINT AT 20,F: INK 6:"C"
575 PRINT AT 20,F-1:"": NEXT F
580 IF INKEY$="P" THEN GO TO 61
0
585 BEEP .1,-20
590 NEXT F
595 PRINT AT 20,31:""
600 GO TO 560
605 REM

```

FIRING OF BULLET

```

610 FOR G=18 TO 1 STEP -1
615 PRINT AT G,F: INK 1:"D"
620 PRINT AT G+1,F: INK 5:""
630 IF G=1 THEN GO TO 8000
635 IF ATTR (G-1,F)=5 THEN GO T
0
640
647 GO TO 660
650 NEXT G
660 BEEP .1,20: BEEP .2,40: PRI
NT AT G-1,F: INK 5:""
662 PRINT AT G,F: INK 5:""
665 FOR F=1 TO 200: NEXT F
670 GO TO 190
1000 REM

```

QUESTIONS & ANSWERS

```

1001 DATA "GIVE OUT A STEADY LIG
HT....(SH)":"SHINE"
1002 DATA "WASTE MATERIAL.....
.....(RU)":"RUBBISH"
1003 DATA "UNUSUAL OR NOT FAMILI
AR.....(ST)":"STRANGE"
1004 DATA "ROOM WHERE FOOD IS PR
EPARED.(KI)":"KITCHEN"
1005 DATA "WHERE SICK PEOPLE ARE
CARED FOR.....(HO)":"HOSPITAL"
1006 DATA "LONG WOODEN SEAT OR T
ABLE...(BE)":"BENCH"

```

```

1007 DATA "NOT ABLE TO HEAR....
.....(DE)":"DEAF"
1008 DATA "TO FIND OUT.....
.....(DI)":"DISCOVER"
1009 DATA "A GROUP OF SINGERS...
.....(CH)":"CHOIR"
1010 DATA "TWO-WHEELED VEHICLE..
.....(BI)":"BICYCLE"
1011 DATA "TO DO WITH TEETH....
.....(DE)":"DENTAL"
1012 DATA "PIG'S MEAT IN THIN SL
ICES...(BA)":"BACON"
1013 DATA "HUGE OR VERY LARGE...
.....(EN)":"ENORMOUS"
1014 DATA "COMING AT THE END....
.....(FI)":"FINAL"
1015 DATA "VERY DEEP SORROW.....
.....(GR)":"GRIEF"
1016 DATA "HEAVENLY BODY MOVING
ROUND SUN....(PL)":"PLANET"
1017 DATA "TO KEEP AWAY FROM SOM
ETHING.(AV)":"AVOID"
1018 DATA "BABY OR YOUNG CHILD..
.....(IN)":"INFANT"
1019 DATA "LIFE LIKE.....
.....(RE)":"REALISTIC"
1020 DATA "HEAVINESS.....
.....(WE)":"WEIGHT"
1021 DATA "TEN HUNDRED.....
.....(TH)":"THOUSAND"
1022 DATA "A HORRIBLY UGLY CREAT
URE.....(MO)":"MONSTER"
1023 DATA "KNIVES FORKS AND SPOO
NS.....(CU)":"CUTLERY"
1024 DATA "FEELING IN NEED OF FO
OD.....(HU)":"HUNGRY"
1025 DATA "IN THE CENTRE.....
.....(CE)":"CENTRAL"
1026 DATA "A DOCTOR WHO PERFORMS
OPERATIONS.....(SU)":"SURGEON"
1027 DATA "A POISONOUS FUNGUS...
.....(TO)":"TOADSTOOL"
1028 DATA "A PLANT GROWN FOR FOO
D.....(VE)":"VEGETABLE"
1029 DATA "SET OF PIPES WHICH GI
VE OUT HEAT...(RA)":"RADIATOR"

```

BRICKIE

1030 DATA "A WOODEN TUB.....
 1031 DATA "A BARREL"
 1032 DATA "A PERSON WHO HAS NO COURAGE....(CO)" "COWARD"
 1033 DATA "A BUILDING WHERE PLAYERS ARE ACTED.....(TH)" "THEATRE"
 1034 DATA "TO GO UP.....
 1035 DATA "ASCEND"
 1036 DATA "AN AMOUNT.....
 1037 DATA "QUANTITY"
 1038 DATA "THE LARGEST KIND OF A PE.....(GO)" "GORILLA"
 1039 DATA "IN THE SHAPE OF A CIRCLE.....(CI)" "CIRCULAR"
 1040 DATA "A PRICKLY PLANT WITH FLESHY LEAVES....(CA)" "CACTUS"
 1041 DATA "AN OUTDOOR COOKED MEAL.....(BA)" "BARBECUE"
 1042 DATA "FROM ANOTHER COUNTRY.....(FO)" "FOREIGN"
 1043 DATA "A GRAVEYARD.....
 1044 DATA "CEMETERY"
 1045 DATA "A HANGING CLOTH WITH WOVEN DESIGN...(TA)" "TAPES TIE"
 1046 DATA "A DRUG THAT EASES HEADACHES.(AS)" "ASPIRIN"
 1047 DATA "A BIRD'S FEATHERS....
 1048 DATA "PLUMAGE"
 1049 DATA "WHERE THE SEA AND SKY MEET..(HO)" "HORIZON"
 1050 DATA "AMOUNT OF SLOPE.....
 1051 DATA "GRADIENT"
 1052 DATA "A SALE WHERE PEOPLE BID FOR ITEMS....(AU)" "AUCTION"
 1053 DATA "TO HONOUR AND ADORE...
 1054 DATA "WORSHIP"
 1055 DATA "A YELLOW TROPICAL SONGBIRD..(CA)" "CANARY"
 1056 DATA "A LARGE EARTHENWARE JUG.....(PI)" "PITCHER"
 1057 DATA "TO SURPRISE OR AMAZE.....
 1058 DATA "ASTONISH"
 1059 DATA "TO DO WITH THE NIGHT.....
 1060 DATA "NOCTURNAL"
 1061 DATA "A CURVED WOODEN THROWING WEAPON.....(BO)" "BOOMERANG"
 1062 DATA "MISERABLE OR UNHAPPY.....
 1063 DATA "UR" "WRETCHED"
 1064 DATA "TO ANSWER OR REPLY...
 1065 DATA "RE" "RESPOND"
 1066 DATA "A TYPE OF CHALKY ROCK.....
 1067 DATA "LI" "LIMESTONE"
 1068 DATA "AN EXTREMELY CLEVER PERSON..(GE)" "GENIUS"
 1069 DATA "NOT PRESENT.....
 1070 DATA "AB" "ABSENT"
 1071 DATA "TO HONOUR OR LOOK UP TO SOMEONE.....(RE)" "RESPECT"
 1072 DATA "A ROAD BORDERED BY TREES....(AV)" "AVENUE"
 1073 DATA "MONEY PAID TO A RETIRED PERSON.....(PE)" "PENSION"
 1074 DATA "THE OUTSIDE OF A BUILDING...(EX)" "EXTERIOR"

1075 DATA "COLOURED PAPER THROWN AT WEDDINGS....(CO)" "CONFETTI"
 1076 DATA "TO BECOME GRADUALLY WORSE....(DE)" "DETERIORATE"
 1077 DATA "FULLY GROWN.....
 1078 DATA "MA" "MATURE"
 1079 DATA "A PERSON WHO LOVES HIS COUNTRY.....(PA)" "PATRIOT"
 1080 DATA "TO DECEIVE OR PUZZLE SOMEONE.....(BA)" "BAFFLE"
 1081 DATA "A NEWSPAPER REPORTER.....
 1082 DATA "JOURNALIST"
 1083 DATA "TO STRENGTHEN.....
 1084 DATA "RE" "REINFORCE"
 1085 DATA "EVERYONE AGREEING....
 1086 DATA "UN" "UNANIMOUS"
 1087 DATA "TO MEET.....
 1088 DATA "EN" "ENCOUNTER"
 1089 DATA "LOUD ENOUGH TO BE HEARD.....(AU)" "AUDIBLE"
 1090 DATA "A SELF-SERVICE RESTAURANT....(CA)" "CAFETERIA"
 1091 DATA "TO DO WITH SOLDIERS OR WARFARE.....(MI)" "MILITARY"
 1092 DATA "A MIXTURE OF AIR AND LIQUID.(VA)" "VAPOUR"
 1093 DATA "A GREAT CRIME OR OFFENCE....(OU)" "OUTRAGE"
 1094 DATA "A SET RULE OR METHOD.....
 1095 DATA "FO" "FORMULA"
 1096 DATA "TO FIND OUT BY REASONING....(DE)" "DEDUCE"
 1097 DATA "KILLING OF ANIMALS OR PEOPLE.....(SL)" "SLAUGHTER"
 1098 DATA "VERY POLITE.....
 1099 DATA "GE" "GENTEEL"
 1100 DATA "THE HOTTEST PART OF THE EARTH.....(CO)" "CORE"
 1101 DATA "PURE SPIRIT.....
 1102 DATA "AL" "ALCOHOL"
 1103 DATA "WHITE METAL.....
 1104 DATA "AL" "ALUMINIUM"
 1105 DATA "A ROOM UNDER THE ROOF.....
 1106 DATA "AT" "ATTIC"
 1107 DATA "OUT OF A HUNDRED.....
 1108 DATA "PE" "PERCENT"
 1109 DATA "AN UNMARRIED MAN.....
 1110 DATA "BA" "BACHELOR"
 1111 DATA "THE NINETEENTH PLANET.....
 1112 DATA "PL" "PLUTO"
 1113 DATA "A SYSTEM OF PRINTING USED BY THEBLIND.....(BR)" "BRAILLE"
 1114 DATA "A SMALL STREAM.....
 1115 DATA "AR" "BROOK"
 1116 DATA "A SOURCE OF INFORMATION.....(BO)" "BOOK"
 1117 DATA "A TYPE OF INSECT.....
 1118 DATA "BE" "BEETLE"
 1119 DATA "A DAIRY PRODUCE.....
 1120 DATA "BU" "BUTTER"
 1121 DATA "A HOUSE ON WHEELS....
 1122 DATA "CA" "CARAVAN"
 1123 DATA "TYPE OF FRENCH MONEY.....
 1124 DATA "FR" "FRANC"
 1125 DATA "AN UNDERGROUND STOREROOM.....(CE)" "CELLAR"
 1126 DATA "A PRIVATE CHURCH.....
 1127 DATA "CH" "CHAPEL"

BY MARK CHILDS

SPECTRUM

```

1096 DATA "A VAST COUNTRY IN E.A
SIA...(CH)" "CHINA"
1097 DATA "A PLACE WHERE MOVING
PICTURES ARE SCREENED...(CI)"
"CINEMA"
1098 DATA "DISTANCE AROUND AN OB
JECT...(CI)" "CIRCUMFERENCE"
1099 DATA "A HIGH ROCK FACE....
(CI)" "CLIFF"
1100 DATA "A SHARP THROWING OBJE
CT...(JA)" "JAVELIN"
1101 DATA "TO REMOVE WATER.....
(DE)" "DEHYDRATE"
1102 DATA "TO DESTROY.....
(DE)" "DEMOLISH"
1103 DATA "TO GO DOWN.....
(DE)" "DESCEND"
1104 DATA "A LARGE WASTE AREA...
(DE)" "DESERT"
1105 DATA "TO INVENT.....
(DE)" "DEVISE"
1106 DATA "A LABELED PICTURE...
(DI)" "DIAGRAM"
1107 DATA "A VERY HARD SUBSTANCE
(DI)" "DIAMOND"
1108 DATA "A DAILY RECORD OF EVE
NTS...(DI)" "DIARY"
1109 DATA "LACKING IN HONESTY...
(DI)" "DISHONEST"
1110 DATA "A CLEAR LIQUID.....
(UA)" "WATER"
1111 DATA "CONSISTING OF TWO....
(DU)" "DUAL"
1112 DATA "REPETITION OF SOUND..
(EC)" "ECHO"
1113 DATA "TO MAKE LARGER.....
(EN)" "ENLARGE"
1114 DATA "TO TAKE OUT.....
(EX)" "EXTRACT"
1115 DATA "A STORY WHICH ISN'T T
RUE...(FI)" "FICTION"
1116 DATA "A THIN LEAF OF METAL.
(FO)" "FOIL"
1117 DATA "FRENCH FOR WAITER....
(GA)" "GARCON"
1118 DATA "PIECE OF LAND AROUND
A HOUSE.....(GA)" "GARDEN"
1119 DATA "A EUROPEAN LANGUAGE..
(GE)" "GERMAN"
1120 DATA "STUDY OF THE WORLD...
(GE)" "GEOGRAPHY"
1121 DATA "WEB-FOOTED BIRD.....
(GO)" "GOOSE"
1122 DATA "THE SURFACE OF THE EA
RTH...(CO)" "CORE"
1123 DATA "BRITISH GAME-BIRD...
(GR)" "GROUSE"
1124 DATA "THE SOUND OF A PIG...
(GR)" "GRUNT"
1125 DATA "ONE OF THE CHANNEL IS
LANDS...(GU)" "GUERNSEY"
1126 DATA "A TYPE OF FISH.....
(HA)" "HADDOCK"
1127 DATA "A SHED FOR AIRCRAFT..
(HA)" "HANGER"
1128 DATA "A MOVEABLE JOINT.....
(HI)" "HINGE"
1129 DATA "THE STUDY OF PAST EVE
NTS...(HI)" "HISTORY"
1130 DATA "FLUID COLLECTED FROM
FLOWERS BY BEES.....(HO)" "HONEY"

```

```

1131 DATA "A KIND OF INN.....
(HO)" "HOTEL"
1132 DATA "A MARRIED MAN.....
(HU)" "HUSBAND"
1133 DATA "INCAPABLE OF BEING MO
VED....(IM)" "IMMOVEABLE"
1134 DATA "TO BRING IN FROM ABRO
AD.....(IM)" "IMPORT"
1135 DATA "TO MAKE BETTER.....
(IM)" "IMPROVE"
1136 DATA "A PRECIOUS STONE....
(JE)" "JEWEL"
1137 DATA "A HOUSE OR SHELTER FO
R DOGS.(KE)" "KENNEL"
1138 DATA "TO STRIKE OR HIT WITH
THE FOOT.....(KI)" "KICK"
1139 DATA "A CUTTING INSTRUMENT.
(KN)" "KNIFE"
1140 DATA "THE YOUNG OF A SHEEP.
(LA)" "LAMB"
1141 DATA "THICK FABRIC FLOOR CO
VERING.(CA)" "CARPET"
9000 REM

```

SEPARATED

```

9010 PRINT AT 1,F;" "
9015 PRINT AT 0,F;" "
9020 FOR G=19 TO 0 STEP -1
9030 PRINT AT G,F; INK 6;"C"
9040 PRINT AT G+1,F;" "
9045 BEEP 1,20
9050 NEXT G
9053 PRINT AT 0,F;" "
9055 FOR F=1 TO 100: NEXT F
9060 GO TO 9200
9000 REM

```

```

9005 RANDOMIZE
9010 INK 7: PAPER 0: BRIGHT 1: B
ORDER 0: CLS
9020 POKE 23609,30
9030 LET N=0: LET C=0: LET A=11:
LET B=0

```


PURPLE TURTLES



David Dobby's game, *Purple Turtles*, is a version of a well known Commodore 64 game which sold very well last year and matches up very well to the original program in playability and purpose.

The aim is to get across a large river without falling in and drowning. The only way across is to use the turtles swimming in the river as stepping stones.

Unfortunately for you, the turtles are quite fond of diving underwater, especially when you happen to land on them! And the only warning they give is by changing the colour of their shell from purple to green.

Purple Turtles is a very simple game to play but it soon changes into a real test of co-ordination and strategy.

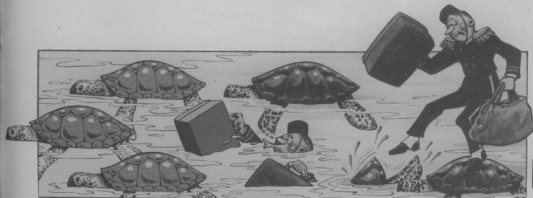
Full instructions are included in the listing.

```

10MODE2:VDU23;8202;0;0;0;
20PROCCHARS:PROCVAR:PROCTITLE
30PROCSCREEN
40REPEAT
50PROCGAME
60UNTILKILL%=1
70PROCFLASH:IFLIFE%=0THEN90
80GOTO30
90PROCANOTHER
100IFZ#="Y"SC%=0:LIFE%=3:GOTO3
0
110END
120DEFPROCCHARS
130VDU23,200,60,60,60,60,60,60
,126,255
140VDU23,201,60,60,60,60,60,60
,60,60
150VDU23,202,0,126,66,0,0,0,0
0
160VDU23,203,0,0,60,60,24,0,0
0
    
```

```

170VDU23,204,0,1,7,15,31,63,12
7,127
180VDU23,205,7,255,255,255,255
,255,255,255
190VDU23,206,128,192,240,252,2
52,254,255,255
200VDU23,207,127,255,255,255,2
55,255,255,127
210VDU23,208,255,255,255,255,2
55,255,255,255
220VDU23,209,255,254,255,255,2
55,255,254,254
230VDU23,210,63,15,15,7,7,3,1
0
240VDU23,211,255,255,255,255,2
55,255,255,126
250VDU23,212,252,248,252,252,2
40,128,0,0
260VDU23,213,0,0,0,0,192,240
,252
270VDU23,214,128,224,240,252,2
55,255,255,255
280VDU23,215,240,240,248,2
    
```



PURPLE TURTLES

32,254,255,255
290VDU23,216,0,128,128,192,192
,192,224,224
300VDU23,217,0,0,1,1,3,3,7,7
310VDU23,218,15,15,31,31,63,12
7,127,255
320VDU23,219,1,7,15,63,255,255
,255,255
330VDU23,220,0,0,0,0,0,3,31,12
7
340VDU23,221,0,0,0,0,0,255,255
,255
350VDU23,222,195,195,0,0,0,0,0
,0
360VDU23,223,60,60,126,126,102
,102,0,0
370VDU23,224,0,0,0,0,0,102,2
31
380VDU23,225,24,60,255,126,60,
102,195,0
390VDU23,226,0,0,128,68,40,66,
68,68
400ENDPROC
410DEFPROCVAR
420SC%=0:HI%=0:KILL%=0:LIFE%=3
430A#=STRING\$(20,CHR\$(200))
440B#=CHR\$(18+CHR\$(0+CHR\$(3+CHR\$(
02+CHR\$(8+CHR\$(18+CHR\$(0+CHR\$(5+CHR\$(
203+CHR\$(8+CHR\$(18+CHR\$(0+CHR\$(4+CHR\$(
221
450C#=CHR\$(18+CHR\$(0+CHR\$(4+CHR\$(2
22+CHR\$(8+CHR\$(18+CHR\$(0+CHR\$(1+CHR\$(
223+CHR\$(8+CHR\$(18+CHR\$(0+CHR\$(2+CHR\$(
224
460MAN#=B#+CHR\$(10+CHR\$(8+C#
470SPA#=CHR\$(32+CHR\$(10+CHR\$(0+CH
R\$(32
480ENDPROC

BY DAVID DOBBY



```
490DEFPROSCREEN
500CARRY:=0
510CLS:COLOUR2:FORX=17T024:PRI
NTTAB(0,X)A$,:NEXTX
520COLOUR6:FORX=2T016:PRINTTAB
(X,17)CHR#208,:PRINTTAB(X,18)CHR
#208,:NEXTX
530FORX=2T016
540PRINTTAB(X,19)CHR#208:
550PRINTTAB(X,20)CHR#208:
560NEXTX
570FORX=ST014
580PRINTTAB(X,21)CHR#208:
590NEXTX
600COLOUR134
610COLOUR2
620RESTORE900
630FORI=213T0220
640READ ROW,COL
650PRINTTAB(COL,ROW)CHR#I
660NEXTI
670COLOUR3:COLOUR128
680PRINTTAB(17,16)CHR#200
690FORX=15T014STEP-1
700PRINTTAB(17,X)CHR#201
710NEXTX
720PRINTTAB(1,16)CHR#200
730FORX=15T014STEP-1
740PRINTTAB(1,X)CHR#201
750NEXTX
760COLOUR5
770COLOUR134
780FORX=2T017STEP2
790PRINTTAB(X,17)CHR#225
800NEXTX
810COLOUR128
820COLOUR2
830FORI=204T0212
840READ ROW,COL
850PRINTTAB(COL,ROW)CHR#I
860PRINTTAB(COL+16,ROW)CHR#I
870NEXTI
880GCOLOR,3:VDU5:MOVE1220,522:P
RINTCHR#202:VDU4
890COLOUR1:PRINTTAB(19,16):CHR
#208
```

```
900DATA 21,4,21,3,20,2,19,2,19
,16,20,16,21,15,21,14
910DATA 11,0,11,1,11,2,12,0,12
,1,12,2,13,0,13,1,13,2
920COLOUR5:PRINTTAB(3,2)"PURPL
E TURTLES"
930PRINTTAB(0,26)"SCORE=":SC%
940ENDPROC
950DEFPROCINST
960CLS:COLOUR2
970PRINT"AS THE HUMBLE PORTER
""YOU HAVE BEEN CHOSEN""TO CAR
RY PARCELS""ACROSS THE RIVER."
980COLOUR1:PRINT""LUCKILY THE
RIVER""IS FULL OF TURTLES""
PROVIDING THE ONLY""MEANS OF C
ROSSING."
990COLOUR5:PRINT""YOU MUST JU
MP FROM""ONE TO ANOTHER.""BU
T MAKE SURE THE""TURTLES ARE S
TILL""THERE!!"
1000COLOURS:PRINT"" PRESS AN
Y KEY";
1010B$=GET#
1020ENDPROC
1030DEFPROCTITLE
1040COLOUR1
1050PRINTTAB(3,3)"PURPLE TURTLE
S"
```

PURPLE TURTLES

```
1060PROC MUSIC
1070COLOUR2
1080PRINT TAB(3,15);"INSTRUCTIONS
?"
1090K$=GET$
1100IF K$="Y" PROCINST
1110ENDPROC
1120DEFPROC GAME
1130J%=0:N%=0:Y%=15:VDU5:MOVEX%
*64,1023-(Y%*32):PRINTMAN$:VDU4
1140G0=0
1150REPEAT
1160IF G0=0PROCCCOL
1170G0=G0+1
1180KILL%=0
1190PROC CHECK
1200COLOUR3:PRINT TAB(1,14);CHR#
201;TAB(1,15);CHR#201;TAB(17,14)
;CHR#201;TAB(17,15);CHR#201:COLO
URS
1210IF KILL%=1 THEN 1430
1220IF J%=1 THEN 1360
1230IF X%=0 AND CARRY%=1 PROCCRS
1240IF X%=0 OR X%=13 PROCCRO
1250*FX15
1260H%=-1:IF INKEY(-98)H%=-1
1270IF INKEY(-99)AND C%X%=20R%X%=18
H%=-2
1280IF INKEY(-67)H%=1
1290IF INKEY(-67)AND C%X%=00R%X%=16
H%=2
1300IF INKEY(-74)PROC JUMP
1310X%=X%+H%
1320IF X%<0X%=0:H%=0
```

```
1330IF X%>18X%=18:H%=0
1340IF G0=20PROCDIVC:G0=0
1350PRINT TAB(X%*H%,Y%*32):VDU5
MOVEX%*64,1023-(Y%*32):PRINTMAN
$:VDU4:GOTO1160
1360K%=K%+1
1370PROC CHECK
1380IF KILL%=1 THEN 1430
1390IF J%=0 THEN 1310
1400IF K%=2 N%=-N%
1410X%=X%+M%:Y%=Y%+N%:PRINT TAB(X%
-H%,Y%-N%)*32):VDU5:MOVEX%*64,
1023-(Y%*32):PRINTMAN$:VDU4:IF K%
=2J%=0
```

```
1420GOTO1220
1430UNTIL X%>18 OR KILL%=1
1440ENDPROC
1450DEFPROC JUMP
1460IF H%=2 AND X%=0H%=-1
1470IF H%=-2 AND X%=18H%=-1
1480J%=1:N%=H%:H%=0:N%=-1:K%=0
1490IF X%<2 AND INKEY(-98)J%=0
1500IF X%>16 AND INKEY(-67)J%=0
1510ENDPROC
1520DEFPROC MUSIC
1530RESTORE1500
1540FOR X=1 TO 8
1550READ N,D
1560SOUND1,-15,N,D
1570NEXT X
1580DATA 69,7,53,4,81,7,69,4,97
,7,81,4,69,7,53,4
1590FOR G=0 TO 2500:NEXT G
1600ENDPROC
1610DEFPROC CHECK
1620IF X%<0 AND J%=1 J%=0:PRINT TAB
(X%,Y%)*32):VDU5:MOVEX%*64,
1023-(Y%*32):PRINTMAN$:VDU4:GOTO1160
1630IF X%>19 AND J%=1 J%=0:X%=19:P
RINT TAB(X%,Y%)*32):VDU5:MOVEX%*64,
1023-(Y%*32):PRINTMAN$:VDU4:GOTO1160
1640VDU5
1650POI1%=POINT(X%*64,1014-(Y%+
2)*32))
1660IF POI1%=6KILL%=1
1670VDU4
1680ENDPROC
1690DEFPROC SPLASH
```

BY DAVID DOBBY

BBC

```

1700COLOUR6
1710PRINTTAB(X%,Y%)SPA$
1720PRINTTAB(X%,16)CHR$226
1730SOUND0,-15,53,10
1740FOR0=1TO5000:NEXT0
1750LIFE%=LIFE%-1
1760ENDPROC
1770DEFPROC ANOTHER
1780CLS: COLOUR1:PRINTTAB(3,3)"P
URPLE TURTLES"
1790COLOUR2:PRINTTAB(0,9)"YOUR
SCORE = ";SC%
1800COLOUR3
1810IFSC%>HI% HI%=SC%
1820PRINTTAB(0,12)"HIGH SCORE =
";HI%
1830COLOUR5:PRINTTAB(0,20)"ANOT
HER GAME (Y/N)?"
1840REPEAT:Z$=GET$:UNTILZ$="Y"O
RZ$="N"
1850ENDPROC
1860DEFPROC CR0
1870IFX%=0CARRY%=0:GC0L0,3:VDU5
:MOVE1220,522:PRINTCHR$202:VDU4:
COLOUR1:PRINTTAB(19,16);CHR$209:
PRINTTAB(0,28);SPC(15)
1880IFX%=18CARRY%=1:PRINTTAB(19
,15)SPA$:PRINTTAB(0,28)"CARRYING
BAG"
1890COLOUR5
1900ENDPROC
1910DEFPROC CR5
1920SC%=SC%+50:PRINTTAB(6,26);S
C%
1930CRS%=CRS%+1:PRINTTAB(10,28)
;CRS%
1940ENDPROC
1950DEFPROC DIVE
1960D1%=POINT((2#R1%)*64,1014-(
(Y%+2)*32))
1970D2%=POINT((2#R2%)*64,1014-(
(Y%+2)*32))
1980IFD1%=2 Y1%=17:Y2%=18
1990IFD1%=6 Y1%=18:Y2%=17
2000COLOUR6:PRINTTAB(2#R1%,Y1%)
;CHR$208:COLOUR134:COLOUR5:PRINT
TAB(2#R1%,Y2%);CHR$225
2010IFD2%=2 Y1%=17:Y2%=18
2020IFD2%=6 Y1%=18:Y2%=17

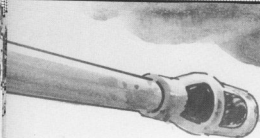
```

```

2030COLOUR6:PRINTTAB(2#R2%,Y1%)
;CHR$208:COLOUR134:COLOUR5:PRINT
TAB(2#R2%,Y2%);CHR$225
2040COLOUR128
2050ENDPROC
2060DEFPROC COL
2070R1%=RND(8):R2%=RND(8)
2080IFR1%=R2% THEN2070
2090D1%=POINT((2#R1%)*64,1014-(
(Y%+2)*32))
2100D2%=POINT((2#R2%)*64,1014-(
(Y%+2)*32))
2110IFD1%=5 COLOUR2:COLOUR134:P
RINTTAB(2#R1%,17);CHR$225
2120IFD2%=5 COLOUR2:COLOUR134:P
RINTTAB(2#R2%,17);CHR$225
2130COLOUR129
2140ENDPROC

```

WORLD WAR 1



The Allied forces have been driven backwards to the French coast. Cold and hungry, the army is in desperate need of food, fuel and fresh ammunitions.

As the captain of a Royal Navy gunship, you must escort a convoy of freighter ships bringing supplies to the stricken troops.

Biplanes, balloons and Zeppelins fly above you raining bullets and fire bombs down on your ship.

Armed with only a single artillery gun, you must beat off the attackers and save the waiting army.

```
5 *KEY10 OLD:IM RUN:IM
10MODE1:VDU23;8202;0;0;0;VDU
19,0,4,0,0,0:H1X=300
```

```
15 ENVELOPE1,131,0,0,0,0,0,0,
126,-3,0,0,126,0:PROCIN
```

```
20VDU23,224,255,8,31,63,63,30
,76,63,23,225,128,0,197,254,133,
0,128,0,23,226,1,0,163,127,162,0
,1,0,23,227,255,16,248,252,252,1
20,50,252,23,236,72,1,148,1,19,1
34,16,66,23,237,65,8,34,144,192,
137,32,130,23,228,0,1,7,31,63,12
7,255,255
```

```
30VDU23,229,63,255,255,255,25
5,255,255,255,23,230,128,240,252
,254,255,255,255,255,23,231,0,12
,62,127,255,254,252,248,23,232,2
55,127,63,31,7,1,0,0,23,233,255,
255,255,255,255,255,63,63,23,234
,255,255,255,254,252,240,128,0
```

```
40 VDU23,235,252,254,255,127,
62,12,0,0,23,238,0,1,7,15,31,63,
127,127,23,239,0,128,224,240,248
,252,254,254,23,240,127,255,255,
255,127,127,127,63,23,241,254,25
5,255,255,254,254,252,23,242
,31,15,7,1,0,0,1,1
```

```
50VDU23,243,248,248,240,224,128,0
,0,128,128,23,244,0,48,124,254,2
55,127,63,31,23,245,1,15,63,127,
255,255,255,255,23,246,252,255,2
55,255,255,255,255,255,23,247,0,
128,224,248,252,254,255,255,23,2
48,63,127,255,254,124,48,0,0
```

```
60VDU23,249,255,255,255,127,6
3,15,1,0,23,250,255,255,255,255,
255,255,252,252,23,251,255,254,2
52,248,224,128,0,0,23,252,24,60,
126,126,126,126,60,24,23,253,0,0
,128,255,127,63,31,15,23,254,126
,126,255,255,255,255,255,255
```

```
65VDU23,255,0,0,1,255,254,252
,248,240
```

```
70 A$=CHR$(224)+CHR$(225):B$=
CHR$(226)+CHR$(227):C$=CHR$(236)
+CHR$(237):D$=CHR$(228)+CHR$(229
)+CHR$(230)+CHR$(231):E$=CHR$(23
2)+CHR$(233)+CHR$(234)+CHR$(235)
:F$=CHR$(238)+CHR$(239):G$=CHR$(
240)+CHR$(241):H$=CHR$(242)+CHR$(
243)
```

```
75 I$=CHR$(244)+CHR$(245)+CHR
$(246)+CHR$(247):J$=CHR$(248)+CH
R$(249)+CHR$(250)+CHR$(251):K$=C
HR$(252):L$=CHR$(253)+CHR$(254)+
CHR$(255)
```

```
80CLG:L1X=3:90X=0
```

```
90Z%=0:R1%=0:R2%=0:R3%=0:R4%=
0:R5%=0:R6%=0:R1%=1:C1%=1:E1%=1:
X1%=1:U1%=1:S1%=1:G1%=1:G2%=10:B
1%=1:D1%=1:F1%=1:Y1%=1:V1%=1:T1%
=1
```

```
100G%=10:A%=RND(25)+1:B%=21:C%
=RND(34)+1:D%=4:E%=RND(34)+1:F%
=11:X%=RND(34)+1:Y%=23:U%=RND(34)
+1:V%=7:S%=15:T%=16
```

BY ADAM MASTROMARINO

BBC



```

110REPEAT
115MOVE0,95:DRAW1280,95
120COLOUR1:PRINTTAB(2,1);"LIVE
S=";L1%:COLOUR3:PRINTTAB(13,1);"
SCORE=";SC%:COLOUR2:PRINTTAB(26,
1);"HI-SCORE=";H1%
130PROCUNM:PROCZLM:PROCZRM:PR
OCBILM:PROCBIRM:PROCBLM:PROCBRM:
PROCA:PROCB
140IF INKEY(-1)ANDZ%=0AND G%>1
THENG1%=G%:G2%=27:Z%=1:SOUND3,-1
5,7,1
150IFRND(5)=3AND R1%=0ANDD%=4T
HEN C1%=C%:D1%=D%:R1%=1
160IFRND(5)=3AND R2%=0ANDV%=7T
HEN U1%=U%:V1%=V%:R2%=1
170IFRND(5)=3AND R3%=0ANDF%=11
THEN E1%=E%:F1%=F%:R3%=1
180IFRND(5)=3AND R4%=0ANDT%=16
THEN S1%=S%:T1%=T%:R4%=1
190IFRND(5)=3AND R5%=0ANDY%=23
THEN X1%=X%:Y1%=Y%:R5%=1

```

```

200IFRND(5)=3AND R6%=0ANDB%=21
THEN A1%=A%:B1%=B%:R6%=1
210IFZ%=1THENPROCFIRE
220COLOUR1
230IFR1%=1THENPRINTTAB(C1%,D1%
);" ":D1%=D1%+1:PRINTTAB(C1%,D1%
);K$
240IFR2%=1THENPRINTTAB(U1%,V1%
);" ":V1%=V1%+2:PRINTTAB(U1%,V1%
);K$
250IFR3%=1THENPRINTTAB(E1%,F1%
);" ":F1%=F1%+2:PRINTTAB(E1%,F1%
);K$
260IFR4%=1THENPRINTTAB(S1%,T1%
);" ":T1%=T1%+1:PRINTTAB(S1%,T1%
);K$
270IFR5%=1THENPRINTTAB(X1%,Y1%
);" ":Y1%=Y1%+2:PRINTTAB(X1%,Y1%
);K$
280IFR6%=1THENPRINTTAB(A1%,B1%
);" ":B1%=B1%+1:PRINTTAB(A1%,B1%
);K$

```

WORLD WAR 1



```

290IFG2%=2THENZ%=0:PRINTTAB(G1
%+2,G2%);" "
300IFD1%=29THEN R1%=0:PRINTTAB
(C1%,D1%);" "
310IFV1%=29THEN R2%=0:PRINTTAB
(U1%,V1%);" "
320IFF1%=29THEN R3%=0:PRINTTAB
(E1%,F1%);" "
330IFT1%=29THEN R4%=0:PRINTTAB
(S1%,T1%);" "
340IFY1%=29THEN R5%=0:PRINTTAB
(X1%,Y1%);" "
350IFB1%=29THEN R6%=0:PRINTTAB
(A1%,B1%);" "
360UNTIL0
370DEFPROCUNM
380PRINTTAB(G%,28);" ";L#;" "
390IFG%=34THEN PRINTTAB(G%,28)
;" "G%=1
400IFG%=0THENPRINTTAB(G%,28);"
" G%=34
410IFINKEY(-98)THENG%=G%-1
415IFINKEY(-67)THENG%=G%+1
420ENDPROC
430DEFPROCZLM
440COLOUR1:PRINTTAB(C%,D%);D#;
" ";TAB(C%,D%+1);E#;" "C%=C%-1
450IFC%=0THEN PRINTTAB(C%,D%);
" " ;TAB(C%,D%+1);" "C%=
36
460 COLOUR3:ENDPROC
470DEFPROCZRM
480VDU19,3,2,0,0,0
490PRINTTAB(U%,V%);" ";I#;TAB
(U%,V%+1);" ";J#;U%=U%+1
500IFU%=36THEN PRINTTAB(U%,V%)
;" ";TAB(U%,V%+1);" "U%
=0
510 COLOUR2:ENDPROC
520DEFPROCBIJM

```

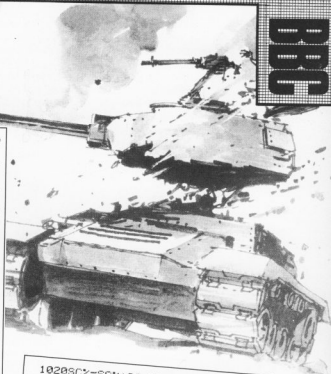
```

530COLOUR3:PRINT TAB(C%,B%);A#
;" "A%=A%-1
540IFA%=1THEN PRINTTAB(C%,B%);
" "A%=36
550COLOUR2:ENDPROC
560DEFPROCBIJM
570PRINT TAB(C%,V%);" ";B#;X%
=X%+1:IF X%=36 THEN PRINTTAB(X%,Y
%);" "X%=0
580ENDPROC
590DEFPROCBLM
600PRINT TAB(C%,F%);F#;" ";TAB
(C%,F%+1);G#;" ";TAB(C%,F%+2);H#
;" "E%=E%-1
610IFE%=0THENPRINTTAB(E%,F%);"
" ;TAB(E%,F%+1);" " ;TAB(E%
,F%+2);" "E%=36
620ENDPROC
630DEFPROCBIJM
640COLOUR1:PRINTTAB(S%,T%);" "
;F#;TAB(S%,T%+1);" " ;G#;TAB(S%,T
%+2);" " ;H#S%=S%+1
650IFS%=36THENPRINTTAB(S%,T%);
" " ;TAB(S%,T%+1);" " ;TAB(S
%,T%+2);" "S%=0
660 COLOUR3:ENDPROC
670DEFPROCBIJM
680COLOUR3:PRINTTAB(G1%+2,G2%)
;" "G2%=G2%-1
690PRINTTAB(G1%+2,G2%);K#;COLO
UR2
700ENDPROC
710DEFPROCBIJM
720IF A1%>G% AND A1%<G%+4 AND
B1%=27 ANDR6%=1 THEN GOTO930
730IF C1%>G% AND C1%<G%+4 AND
D1%=27 AND R1%=1 THEN GOTO930
740IF E1%>G% AND E1%<G%+4 AND
F1%=27 AND R3%=1 THEN GOTO930
750IF X1%>G% AND X1%<G%+4 AND
Y1%=27 AND R5%=1 THEN GOTO930
760IF U1%>G% AND U1%<G%+4 AND
V1%=27 AND R2%=1 THEN GOTO930
770IF S1%>G% AND S1%<G%+4 AND
T1%=27 AND R4%=1 THEN GOTO930
780ENDPROC
790DEFPROCBIJM
800IFG1%>C%-2ANDG1%<C%+4ANDG2%
=5 THEN PROCHITZL
810IFG1%>C%-2ANDG1%<C%+4ANDG2%
=4 THEN PROCHITZL

```


BY ADAM MASTROMARINO

BBC



```

800IF G1%<EN-2 AND G1%<EN+2AND
G2%=11THEN PROCHITBL
900IF G1%<EN-2 AND G1%<EN+2AND
G2%=12THEN PROCHITBL
0400IF G1%<EN-2 AND G1%<EN+2AND
G2%=13THEN PROCHITBL
850IF G1%<A%-2 AND G1%<A%+2AND
G2%=21THEN PROCHITBL
860IF G1%+2>X%-2 AND G1%+2<X%+
3RANDG2%=23THEN PROCHITBL
870 IF G1%+2>S%-2 AND G1%+2<S%+
3RANDG2%=16THEN PROCHITBL
880IF G1%+2>S%-2 AND G1%+2<S%+
3RANDG2%=17THEN PROCHITBL
990IF G1%+2>S%-2 AND G1%+2<S%+
3RANDG2%=18THEN PROCHITBL
900IFG1%+2>U%-2ANDG1%+2<U%+4AN
DG2%=7 THEN PROCHITBL
910IFG1%+2>U%-2ANDG1%+2<U%+4AN
DG2%=8 THEN PROCHITBL
920ENDPROC
930SOUND0,1,6,100:PRINT TAB(G%
-1,28);C%;C%;C%;TAB(G%,27);"
";TAB(G%-1,26);"
"
940LI%=LI%-1
950FORF=1TO200:NEXT:PRINT TAB
GX-1,28);" " :FORT=1TO3000:
NEXTT:IFLI%=0THENGOTO1260
955CLG:GOTO90
960DEFFPROCHITBL

970SC%=SC%+50:PRINT TAB(C%,D%)
;" " ;C%;C%;" " ;TAB(C%,D%+1);" " ;
C%;C%;" " :SOUND0,-15,4,2
980FORF=1TO100:NEXTF
990PRINT TAB(C%,D%);" " ;TA
B(C%,D%+1);" " :C%=36:G2%=3
1000ENDPROC
1010DEFFPROCHITBL

```

```

1020SC%=SC%+20:PRINTTAB(E%,F%);
" " ;C%;" " ;TAB(E%,F%+1);" " ;C%;"
";TAB(E%,F%+2);" " ;C%;" " :SOUND
0,-15,4,2
1030FORF=1TO100:NEXTF
1040PRINT TAB(E%,F%);" " ;TA
B(E%,F%+1);" " ;TAB(E%,F%+2);
" " :E%=36:G2%=3
1050ENDPROC
1060DEFFPROCHITBL
1070SC%=SC%+10:PRINTTAB(A%,B%);
" " ;C%;SOUND0,-15,4,2
1080FORF=1TO100:NEXTF
1090PRINTTAB(A%,B%);" " :A%=
36:G2%=3
1100ENDPROC
1110DEFFPROCHITBL
1120SC%=SC%+5:PRINTTAB(X%,Y%);"
";C%;SOUND0,-15,4,2
1130FORF=1TO100:NEXTF
1140PRINTTAB(X%,Y%);" " :X%=1
:G2%=3
1150ENDPROC
1160DEFFPROCHITBL

```

WORLD WAR 1

```

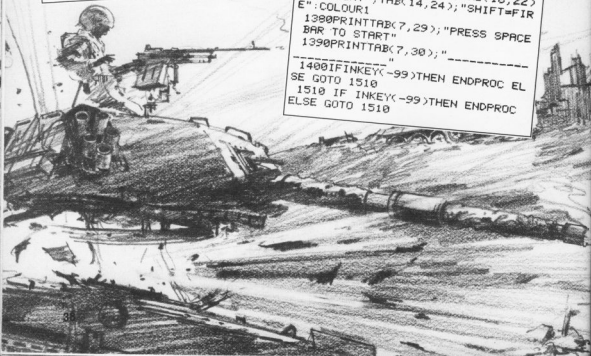
1170SCX=SCX+15:PRINTTAB(SX,TX);
" ";C#;TAB(SX,TX+1);" ";C#;TAB(S
%,TX+2);" ";C#.SOUND0,-15,4,2
1180FORF=1TO100:NEXTF
1190PRINTTAB(SX,TX);" ";TAB(
SX,TX+1);" ";TAB(SX,TX+2);"
":G2%=3:SX=1
1200ENDPROC
1210DEFFPROCHITZR
1220SCX=SCX+25:PRINTTAB(UX,VX);
C#;C#;" ";TAB(UX,VX+1);C#;C#;" "
:SOUND0,-15,4,2
1230FORF=1TO100:NEXTF
1240PRINTTAB(UX,VX);" ";TAB(
UX,VX+1);" ":G2%=3:UX=1,
1250ENDPROC
1260CLS:PRINTTAB(12,6);"G A M E
O V E R"
1270PRINTTAB(12,7);"-----"
1280COLOUR1:PRINT TAB(11,12);"Y
OUR SCORE WAS ";SCX:COLOUR2
1290IF SCX>HIXTHEN PRINTTAB(8,1
5);"THAT IS A NEW HIGH SCORE":HI
%=SCX
1300COLOUR3:PRINTTAB(5,20);"PRE
SS SPACE BAR TO PLAY AGAIN."

```

```

1310PRINTTAB(5,21);"-----"
1315 RESTORE:FORF=1TO11:READD,P
:SOUND1,-15,P,D:SOUND1,0,0,1:NEX
T
1317 DATA12,5,0,5,4,5,12,5,8,17
,4,13,8,13,4,5,8,5,4,1,12,5
1320IFINKEY<-99>THENGOTO80 ELSE
GOTO1320
1330DEFFPROCIN
1340 COLOUR1:PRINTTAB(14,2);"WO
RLDWAR 1"
1350PRINTTAB(14,3);"-----"
:COLOUR3
1360PRINTTAB(8,6);" In this gam
e you are a ship at the bottom
of the screen being shot at by
enemy fire. There are biplanes,
hot air balloons and airships s
hooting and you must blow them
up before they blow you up."
1365 PRINTTAB(9,12);"The higher
up the enemy is the more point
s you get."
1370COLOUR1:PRINTTAB(8,16);"USE
THE FOLLOWING KEYS":COLOUR2:PRI
NTTAB(16,20);"Z=LEFT";TAB(16,22)
;"X=RIGHT";TAB(14,24);"SHIFT=FIR
E":COLOUR1
1380PRINTTAB(7,29);"PRESS SPACE
BAR TO START"
1390PRINTTAB(7,30);"-----"
1400IFINKEY<-99>THEN ENDPROC EL
SE GOTO 1510
1510 IF INKEY<-99>THEN ENDPROC
ELSE GOTO 1510

```



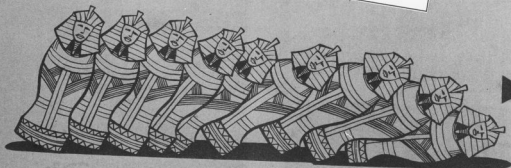
COSMIC PYRAMID PART 1

SPECTRUM

It gets very lonely and boring looking after a self automated freighter ship on a run to the distant planet Gamma L6. I mean, after the first six light years, you've already seen all the video films at least a hundred times each.

But the owners of the freighter ship have devised a game that the crewmen of the ships can play to ease the boredom. It's similar to a game called Solitaire which was quite popular during the 20th and 21st centuries. Although their game, the Cosmic Pyramid, is much more complex and absorbing, it's guaranteed to keep you occupied for at least 15 light years!!

Full instructions are included in the listing.

[illegible]

COSMIC PYRAMID PART 2

```

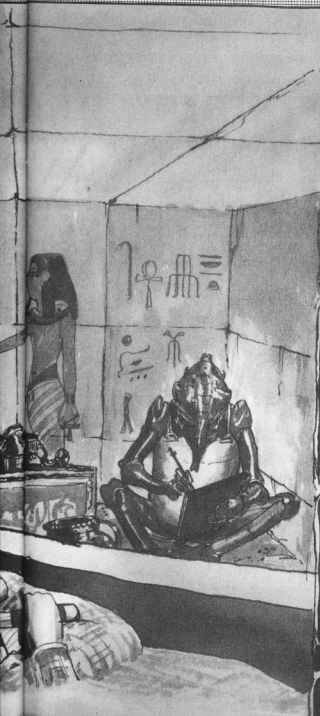
GOTO122
CLR FOR=1T010 A(T)=7771+22*T B(T)=176
NEXT CO=38720 M=B A=7962 B=A+7 C=B+7
GOTO122
STORE FOR=1T010 READO(T) P(T) NEXT
CO=32,32,183,183,183,115,118,117,225
CO=32,32,246,244,234,233,233,160,160,0,0
PRINT "THE PYRAMID"
PRINT "HE IS THE PYRAMID"
GOTO122
FOR=1T010 POKE(T)+C0,0 POKEA(T)+C0-
0 POKEA(T)+C0+1,0
POKEA(T)-1,0(T) POKEA(T)-1,0(T) POKEA
B(T) POKEA(T)+1, P(T) NEXT
PRINT "*****"
PRINT "*****MOVE ? TO ?"
IFA(1)=7807 THEN200
GETA$
IFAS=" " THENRUN
IFAS="A" ANDPEEK(A) < 32 THENS=A: GOTO32
IFAS="B" ANDPEEK(B) < 32 THENS=B: GOTO32
IFAS="C" ANDPEEK(C) < 32 THENS=C: GOTO32
GOTO122
PRINT "*****"
GOTO122
IFB$ IFB$=" " THEN34
SS=A# THEN34
SS="A" THENT=A: GOTO46
SS="B" THENT=B: GOTO46
SS="C" THENT=C: GOTO46
SS=1: GOTO66
PRINT "*****"
FORW=ST05-220STEP-22
TPEEK(W)=32 THENW=W+22: GOTO54
NEXT
FORF=1T010: IFW=A(F) THEN58
NEXT
FORW=TT01-220STEP-22
TPEEK(W)=32 THEN54
NEXT

```



BY MARK CHILDS

SPECTRUM



```

1000 POKEA(F),32:POKEA(F)-1:32:POKEA(F)+1,
1001 B(F)=W:POKEA(F)+C0:8:POKEA(F)+C0-1,8
1002 POKEA(F)+C0+1,8:POKEA(F):B(F):POKEA(F)
1003 0:7:POKEA(F)-1:B(F):IFREEK(A(F)+22)
1004 MEK(A(F))THEN100
1005 N=M+1:PRINT"
1006 1000" GOT020
1007 IFREEK(A(F)+22)=230THEN66
1008 FOR=A(F):TO8158:STEP22
1009 POKEA(C0,8:POKEA(B,F)
1010 FOR=1:TO100:NEXTI:POKEA(32:NEXTT
1011 POKEA(22,B(F):PRINT"
1012 PRINT"
1013 1010:NEXTI
1014 PRINT"
1015 FOR=1:TO158:NEXTI:T
1016 PRINT"
1017 1015:HEMOSNICOS"PYRAMID"
1018 1016:25
1019 PRINT"
1020 "PAUL ILL 1983
1021 PRINT"
1022 FOR=1:TO25:GETA$:IFA=C0"THENT=0:GOT
1023 NEXTT:K=K+1:IFK=1:THENT=2
1024 IFK=8:THENT=0
1025 POKE645,K:GOTO125
1026 PRINT"
1027 1025:YOU'VE DONE IT!
1028 DONE"
1029 POKE198,0:WAIT198.4:POKE198,0
1030 RUN
1031 READY.

```

PIPELINE

```

4 DIMT(41),D(41),E(34),R(34)
5 POKES2200:5 POKES3220:5 A=65:D=4
6 FORI=49:5 TO49221:RP=-D:POKET,A:NEXT
7 SYS49153:FORI=12800:12375:READA:POKE
8 A:NEXT:PRINTCHR$(8)
9 FORI=1T041:READT(T):NEXT
10 FORI=1T041:READD(T):NEXT
11 FORI=1T010:READD(T):NEXT
12 FORI=1T010:READW(T):NEXT
13 FORI=1T034:READE(T):NEXT
14 FORI=1T034:READR(T):NEXT
15 SD=54272:FORL=0T024:POKESD+L:0:NEXT:G
16 OT0500
17 RK=12:OL=7:CO=54272:A=1923:A1=65:D=-4
18 O1=5:SK=100:LI=4:LV=1:RP=5:SC=0
19 SP#="SCORE:*****"
20 TS=""
21 POKE198,0:PRINT" "
22 I=INT(40*RND(1))+INT(17*RND(1))+5:40
23 -1024:IFPEEK(I)032THEN55
24 POKET,71:POKET+CO,9:NEXT
25 FORI=1T001
26 I=INT(40*RND(1))+INT(17*RND(1))+5:40
27 -1024:IFPEEK(I)032THEN55
28 POKET,72:POKET+CO,8:NEXT
29 PRINT"SCORE:"$TAB(14)"I01:TAB(22)"
30 IPE"LI:TAB(31)H$TAB(37)"TOP"
31 66:PRINT" "
32
33
34
35
36
37 PRINT" "
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105 IFAS=","ANDD=40THENPOKET,67:A1=65:D=
106 GOT0240
107 IFPEEK(A+D)=32THEN120
108 IFPEEK(A+D)=72THEN01=01-1:GOT0300
109 IFPEEK(A+D)=71THEN400
110 IFPEEK(A+D)=73ANDD=-40THEN350
111 GOT0400
112 IF0108THEN01=0
113 POKESD+1,INT(40*RND(1))+40:POKESD+4,
114 15"
115 SC=SC+((OL-(O1+2))*2:PRINT"SCORE:"SC,
116 15"
117 FORH=1T025:NEXT
118 POKESD+4,0:GOT0120
119 IF0108THEN400
120 SC=SC+((10*LV)*LEN(T$)):PRINT"
121 *****BONUS:"LV*10*LEN(T$)
122 POKESD+5,0:POKESD+6,240:POKESD+24,15
123 FORI=1T034:POKESD,E(T)AND255:POKESD+
124 T/256
125 POKESD+4,17:FORDE=1T0R(T)*10:NEXT
126 POKESD+4,18:NEXT
127 OL=OL+4:O1=OL-(2*LV):RK=RK+4:SK=SK-1
128 A=1923:A1=65:LV=LV-1:RP=RP+2:GOT050
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BY HASIT ZALA

COMMODORE 64

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640 PRINT " OIL AND AVOIDS THE ROCK
650 "
660 PRINT " AFTER COLLECTING THE REQUIRE
670 AMOUNT
680 PRINT " OF OIL YOU MUST PROCEED IN M
690 PRINT " CONNECTION TO THE OIL TANKER
700
710 PRINT " CONTROLS:"
720 PRINT " A-UP Z-DOWN I-LEFT J
730 PRINT " RIGHT"
740 PRINT " PRESS A KEY TO STA
750 T
760
770 POKESD+5,0 POKESD+5,240:POKESD+24,15
780 POKESD+3,1:WV=17
790
800 POKESD+12,57 POKESD+13,0 POKESD+10,5
810 FORD=17041 POKESD T(T)AND255:POKESD+
820 T(T)/255:GETAS IFAS=0 THEN48
830 POKESD+7,T(T)AND255:POKESD+8,T(T)/25
840
850 POKESD+4,17 POKESD+11,33:FORD=17041
860 NEXT
870
880 POKESD+4,16 POKESD+11,32:NEXT:GOTO59
890
900 PRINTSP="TIME:"T" S"
910 FORD=1704500:NEXT:GOTO480
920
930 DATA169,0,133,163,169,40,133,164,16
940 0,133,165,169,208,133,166,173
950
960 DATA14,220,41,254,141,14,220,165,1
970 200 DATA41,251,133,160,255,200,177,16
980 145,163,192,255,200,247,166,164
990 DATA232,134,164,164,166,200,132,166
1000 52,200,231,165,1,9,4,133
1010 DATA1,173,14,220,9,1,141,14,220,173
1020 24,200,41,240,165,10,141,24,200,96,255
1030
1040 DATA129,129,129,129,129,129,255
1050
1060 DATA0,1,254,254,254,254,1,0
1070
1080 DATA60,60,60,60,60,60,60,60
1090
1100 DATA60,61,62,62,60,14,1,0
1110
1120 DATA60,100,124,124,120,112,120,0
1130
1140 DATA0,1,14,30,62,62,61,60
1150
1160 DATA0,120,112,120,124,124,100,60
1170
1180 DATA0,14,63,95,191,158,70,50
1190
1200 DATA16,16,56,52,190,190,124,56
1210
1220 DATA255,255,120,60,24,60,60,60
1230
1240 DATA255,255,229,79,115,60,7
1250
1260 DATA255,255,251,251,242,206,252,206
1270 4,4,31,49,112,127,255
1280 DATA0,255,56,19,7,0,0,1,1,223,223,223
1290 7,9,7,56,15,0
1300
1310 DATA255,0,255,255,255,255,255,255,2
1320 5,6,254,254,254,254,255,255,255,2
1330 5,6,4 DATA255,255,352,254,352,255,255,255,2
1340 255,135,134,134,134,255,255,255
1350
1360 DATA192,192,224,56,6,6,6,6,255,255,19
1370 192,160,160,144,144,136,134

```

The aim of Pipeline is to guide a pipe laying machine across the barren waste of Texas in search of oil wells.

You must link up with enough oil wells — at least five — before it's worth your while joining up with a tanker ship. As usual in the oil business, you are working to a very tight deadline and you'll have to be fast if you want your oil to be on the next shipment to the refinery.

Hazards threaten your venture at every turn. And you will have to be careful not to drive your pipe-laying machine into the side of a mountain.

The game does not use joysticks. Full instructions are included in the listing.

```

1200 DATA0,96,120,126,120,96,64,64
1300 DATA3600,3600,403,429,540,4291
1400 DATA4000,3600,2703,3600,405,4291
1500 DATA5407,4291,405,3600,405,4291
1600 DATA4050,4050,4291,4017,4291,4050
1700 DATA3600,4291,5407,4291,3600,2703
1800 DATA2854,3215,3600,4291,4050,4291
1900 DATA3600,4291,5407,4291,3600
2000 DATA40,40,40,40,16,16,40,40,40,40
2100 DATA16,16,40,16,16,40,30,40,16
2200 DATA16,40,16,16,16,16,16,16,40,40
2300 DATA40,16,16,40,16,16,16,16,16,16
2400 DATA88
2500 DATA4317,4017,4017,3600,3600,2064
2600 DATA2703,2064,2703,2400
2700 DATA20,10,10,20,10,10,10,10,40
2800 DATA5720,4291,5720,4291,5720,4291
2900 DATA8630,7647,6430,7647,6430,7647
3000 DATA8630,7647,6430,7647,6430,7647
3100 DATA10014,11457,6430,7647,6430,7647
3200 DATA0,0,0,0,0,0,0,0,0,0
3300 DATA10,10,10,10,10,10,10,10,10,10
3400 DATA10,10,45,10,10,10,10,10,10,10
3500 DATA10,10,10,10,10,10,10,10,10,10
3600
3700
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3900
4000
4100
4200
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READY.

MUTANT MUSHROOMS

```

100 RANDOMIZE
110 CALL CLEAR
120 PRINT "INSTRUCTIONS":
130 INPUT "ENTER Y/N ";I$
140 IF I$="N" THEN 290
150 IF I$="Y" THEN 100
160 CALL CLEAR
170 PRINT " THE REVENGE OF THE MUTANT":
180 PRINT "*****"
190 PRINT "USE THE ** KEY FOR RIGHT":
200 PRINT "USE THE ** KEY FOR LEFT":
210 PRINT "USE THE ** KEY TO FIRE":
220 PRINT "THERE ARE TEN LEVELS":
230 PRINT "YOUR OBJECT :
240 PRINT "BEFORE ANY LAND":
250 PRINT "PRESS ANY KEY TO CONTINUE"
260 CALL KEY(0,K,S)
270 IF S=0 THEN 210
280 CALL CLEAR
290 PRINT "AS EACH WAVE COMES THEY GET":
300 PRINT "NEARER TO THE GROUND":
310 PRINT "POINTS FOR E
320 PRINT "EXTRA LIFE AFTER WAVE"
330 PRINT "TAB(10):"5":
340 PRINT "YOU HAVE THREE LIVES":
350 PRINT "BE LUCKY !":
360 PRINT "PRESS ANY KEY TO START":
370 CALL KEY(0,K,S)
380 IF S=0 THEN 270
390 CALL CLEAR
400 REM DEFINE CHARS 96 - 101 M.ROOM - 104/105 GUN - 120/121 EXPLOSION - 42/M1

```

```

9910 LIFE
101 FOR XX=96 TO 101
102 CALL CHAR(XX,"3C7EFF9918181818")
103 NEXT XX
104 CALL CHAR(96,"")
105 CALL CHAR(104,"181818189999FFFF")
106 CALL CHAR(105,"000000009181FFFF")
107 CALL CHAR(120,"8124421818422481")
108 CALL CHAR(121,"9900249999240099")
109 CALL CHAR(42,"001010101038")
110 CALL CHAR(128,"00000008082A2A2E")
111 REM DEFINE COLORS
112 CALL COLOR(9,16,1)
113 CALL COLOR(10,10,1)
114 CALL COLOR(12,16,1)
115 CALL COLOR(13,2,5)
116 CALL COLOR(2,11,1)
117 CALL SCREEN(2)
118 FOR I=3 TO 8
119 CALL COLOR(1,16,5)
120 NEXT I
121 REM SET VARIABLES
122 LIFE=3
123 RESTORE 580
124 FOR S=1 TO 8
125 M(S)=S+95
126 ROW(S)=0
127 READ F
128 DATA 4,9,14,19,24,29
129 COL(S)=F

```


BY ANTHONY HUBY

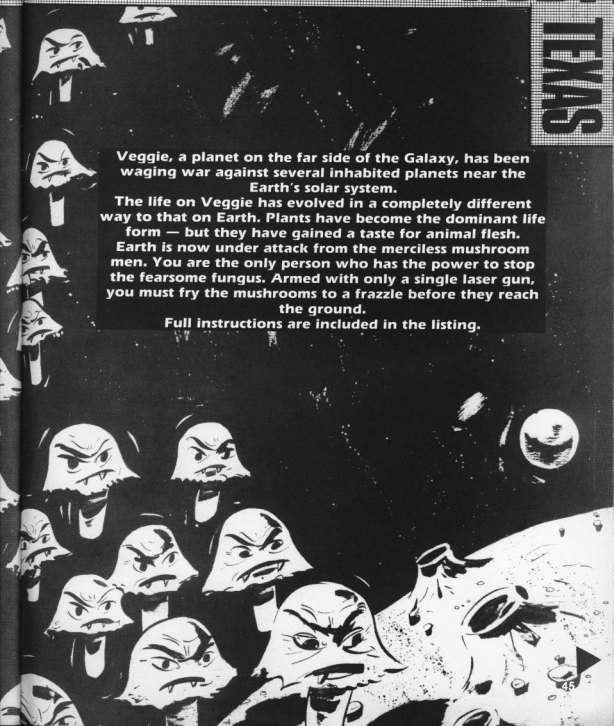
TEXAS

Veggie, a planet on the far side of the Galaxy, has been waging war against several inhabited planets near the Earth's solar system.

The life on Veggie has evolved in a completely different way to that on Earth. Plants have become the dominant life form — but they have gained a taste for animal flesh.

Earth is now under attack from the merciless mushroom men. You are the only person who has the power to stop the fearsome fungus. Armed with only a single laser gun, you must fry the mushrooms to a frazzle before they reach the ground.

Full instructions are included in the listing.



MUTANT MUSHROOMS

```

600 NEXT S
610 SCORE=0
620 LEVEL=1
630 REM SC=SCORE
640 SC=0
650 GR=23
660 GC=17
670 REM PRINT SCREEN
680 CALL CLEAR
690 FOR I=1 TO 6
700 ROW(I)=ROW(I)+LEVEL
710 CALL HCHAR(ROW(I),COL(I),M(I))
720 NEXT I
730 CALL HCHAR(24,1,95,32)
740 CALL HCHAR(GR,GC,104)
750 T$="SCORE_="&STR$(SC)&"_"
760 TR=24
770 TC=8
780 GOSUB 2440
790 T$="WAVE_="&STR$(LEVEL)&"_"
800 TR=24
810 TC=23
820 GOSUB 2440
830 IF LIFE=10 THEN 850
840 CALL HCHAR(24,3,128,LIFE-1)
850 REM THE GAME
860 RR=INT(RND*6)+1
870 RL=RR
880 IF M(RL)=32 THEN 940
890 CALL HCHAR(ROW(RL),COL(RL),32)
900 ROW(RL)=ROW(RL)+1
910 IF ROW(RL)=23 THEN 1940
920 CALL SOUND(-10,111,0,112,0)
930 CALL HCHAR(ROW(RL),COL(RL),M(RL))
940 GOSUB 960
950 GOTO 860
960 CALL KEY(0,K,S)
980 IF (K=90)+(K=46) THEN 1010
990 IF K=70 THEN 1090
1000 RETURN
1010 CALL HCHAR(GR,GC,32)
1020 GC=GC+(1*(K=ASC("I")))-(1*(K=ASC("I")))
1030 IF GC>32 THEN 1040 ELSE 1050
1040 GC=32
1050 IF GC<2 THEN 1060 ELSE 1070
1060 GC=2
1070 CALL HCHAR(GR,GC,104)
1080 GOTO 1000
1090 REM FIRE GUN
1100 SS=7
1110 CALL SOUND(-600,-7,1)
1120 FOR I=GR-1 TO 1 STEP -1
1130 CALL GCHAR(I,GC,HIT)
1140 IF (HIT=96)+(HIT=97)+(HIT=98)+
(HIT=99)+(HIT=100)+(HIT=101) THEN 1210
1150 CALL VCHAR(I,GC,42)
1160 CALL VCHAR(I,GC,32)
1170 CALL SOUND(-900,4000,SS)
1180 SS=SS+1

```

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1190 NEXT I
1200 GOTO 1000
1210 REM HIT!!
1220 FOR S=1 TO 5
1230 CALL SOUND(-1000,-7,8*4)
1240 CALL HCHAR(1,GC,121)
1250 CALL HCHAR(1,GC,120)
1260 FOR DEL=1 TO 50
1270 NEXT DEL
1280 NEXT S
1281 CALL SOUND(-100,-7,20)
1290 SC=SC+10*LEVEL
1300 T$="SCORE_="&STR$(SC)&"_"
1310 TR=24
1320 TC=8
1330 GOSUB 2440
1340 FOR W=1 TO 6
1350 IF M(W)=HIT THEN 1380
1360 NEXT W
1370 GOTO 1400
1380 M(W)=32
1390 GOTO 1400
1400 CALL HCHAR(1,GC,32)
1410 SPLAT=SPLAT+1
1420 IF SPLAT=6 THEN 1440
1430 GOTO 1000
1440 LEVEL=LEVEL+1
1450 CALL SCREEN(5)
1460 SCORE=SCORE+SPLAT
1470 SPLAT=0
1480 FOR I=1 TO 5
1490 CALL SOUND(100,110*1,1,150*1,1-1)
1500 FOR LP=1 TO 50
1510 NEXT LP
1520 NEXT I
1530 FOR I=1 TO 24
1540 PRINT
1550 NEXT I
1560 CALL SCREEN(5)
1570 PRINT "END OF LEVEL_";LEVEL-1::
1580 IF LEVEL>10 THEN 1770
1590 PRINT "NOW FOR LEVEL_";LEVEL
1600 FOR I=1 TO 400
1610 NEXT I
1620 IF LEVEL=6 THEN 1630 ELSE 1700
1630 LIFE=LIFE+1
1640 PRINT "::::::::::::::::::::::::::"
1650 FOR I=1 TO 10
1660 PRINT TAB(I*2);"EXTRA LIFE":
1670 NEXT I
1680 FOR I=1 TO 300
1690 NEXT I
1700 CALL CLEAR
1710 CALL SCREEN(2)
1720 FOR I=1 TO 6
1730 M(I)=1+95
1740 ROW(I)=0
1750 NEXT I
1760 GOTO 650
1770 FOR I=110 TO 220 STEP 20

```

SWEL

```

2191 CALL SCREEN(5)
2200 FOR I=1 TO 25
2210 PRINT
2220 NEXT I
2230 PRINT TAB(12);"DOFS"!!:"!!
2240 FOR I=1 TO 300
2250 NEXT I
2260 FOR I=1 TO 25
2270 PRINT
2280 NEXT I
2290 CALL SCREEN(2)
2300 FOR I=1 TO 6
2310 M(I)=I+95
2320 ROW(I)=0
2330 NEXT I
2340 SPLAT=0
2350 GOTO 450
2360 CALL SCREEN(12)
2370 TR=15
2380 TC=11
2390 TS="GAME_OVER"
2400 GOSUB 2440
2410 FOR I=1 TO 100
2420 NEXT I
2430 GOTO 1770
2440 REM
2450 FOR TEXT=1 TO LEN(TS)
2460 CALL HCHAR(TR,TC+TEXT-1,
ASC(SEQ(TS,TEXT,1)))
2470 NEXT TEXT
2480 RETURN

```

YAHTZEE



```

10 OPEN #1,4,0,"K":DIM AS(7),BS(5),C(5),A1(16),B1(16),C1(16),D1(16)
11 FOR W=1 TO 16:A1(W)=0:B1(W)=0:C1(W)=0:D1(W)=0:NEXT W:GO=1
15 GOSUB 25000
35 GOSUB 9500
60 DATA 0,3,1,5,2,7,3,9,4,11,5,10,6,8,7,5,8,3,9,1,10,4,11,6,12,8,13,10,14,7,15,4
16,2,17,0,18,2,19,4,20,5,21,7,22
65 DATA 9,23,11
70 POSITION 1,9:?"HOW MANY WILL PLAY UP TO 4 PLAYERS":PF=1:GET #1,KP:KP=PF-4
8:IF KP>4 THEN 30
75 POSITION 1,9:?"
80 POSITION 5,11:?"player ":CHR$(PF+144)
85 POSITION 5,12:?"round ":GO
200 R=5:V=-8:GOSUB 10000:GOSUB 11000
210 GOSUB 13000:GOSUB 14000
220 D=1:V=-8
230 FOR DICE=1 TO 6:IF DICE>5 THEN 270
240 IF BS(DICE,DICE)="K" THEN V=V+8:NEXT DICE
250 IF BS(DICE,DICE)="C" THEN GOSUB 15000
260 NEXT DICE
270 GOSUB 16000
300 GOSUB 12000:GOSUB 13000:GOSUB 14000
310 D=1:V=-8
320 FOR DICE=1 TO 6:IF DICE>5 THEN 360
330 IF BS(DICE,DICE)="K" THEN V=V+8:NEXT DICE
340 IF BS(DICE,DICE)="C" THEN GOSUB 15000
350 NEXT DICE
360 GOSUB 17000:GOSUB 16000
400 FOR T=1 TO 600:NEXT T:GOSUB 7500:GOSUB 24000
440 POSITION 1,20:?"THE DICE READ "C(1):".":C(2):".":C(3):".":C(4):".":C(5):"
":(PLAYER "CHR$(176+PF)):?"
441 POSITION 0,21:?" INPUT ENTER YOU WANT YOUR SCORE TO GO?"
442 POSITION 0,22:?" TO ENTER A BLANK PRESS "SPACE BAR"
450 GET #1,K:IF K=32 THEN SCORE=1:GOTO 4500
455 IF K<65 OR K>77 THEN 450
468 IF K<70 THEN Y=K-62:GOTO 470
469 Y=K-64
470 IF PF=1 THEN X=20:GOTO 3000
475 IF PF=2 THEN X=25:GOTO 3100
480 IF PF=3 THEN X=30:GOTO 3200
485 IF PF=4 THEN X=35:GOTO 3300
490 IF GO=13 AND PF=KP THEN FOR T=1 TO 750:NEXT T:GOTO 26000
492 POSITION 0,20:?"
494 POSITION 0,21:?"
495 POSITION 0,22:?" PRESS ANY KEY TO CONTINUE ":GET #1,K
504 S1=0:S2=0:S3=0:S4=0:S5=0:S6=0
505 PF=PF+1
510 IF PF=KP THEN PF=1:GO=GO+1:IF GO>13 THEN 26000
520 GOSUB 9500:GOTO 80
3000 GOSUB 20000:IF A1(Y)<>0 THEN 4600
3010 IF Y<7 THEN GOTO 3050
3020 GOSUB 22000+Y-1:A1(Y)=SCORE:A1(16)=A1(16)+A1(Y)
3030 GOSUB 24000:GOTO 490
3050 GOSUB 22000+Y-1:A1(Y)=SCORE:A1(7)=A1(7)+A1(Y):IF A1(7)>63 THEN A1(8)=A1(8)+
35:A1(16)=A1(16)+35
3060 A1(8)=A1(8)+A1(Y):A1(16)=A1(16)+A1(Y):GOTO 3030
3100 GOSUB 20000:IF B1(Y)<>0 THEN 4600
3110 IF Y<7 THEN GOTO 3150
3120 GOSUB 22000+Y-1:B1(Y)=SCORE:B1(16)=B1(16)+B1(Y)
3130 GOSUB 24000:GOTO 490
3150 GOSUB 22000+Y-1:B1(Y)=SCORE:B1(7)=B1(7)+B1(Y):IF B1(7)>63 THEN B1(8)=B1(8)+
35:B1(16)=B1(16)+35
3160 B1(8)=B1(8)+B1(Y):B1(16)=B1(16)+B1(Y):GOTO 3130
3200 GOSUB 20000:IF C1(Y)<>0 THEN 4600
3210 IF Y<7 THEN GOTO 3250
3220 GOSUB 22000+Y-1:C1(Y)=SCORE:C1(16)=C1(16)+C1(Y)

```

BY DAVID BAINES

ATARI

Computer & Video Games has a long record of publishing high-quality versions of famous board games — notably Master-Mind, chess and a particularly good computer version of Monopoly in last February's Book of Games.

So we couldn't really let this year's mega-issue go without a board game.

We consider David Baines' Yahtzee to be one of the best board game conversions we've yet seen and we think it's quite a good way to end this month's Book of Games.

```

3230 GOSUB 24000:GOTO 490
3250 GOSUB 22000:Y1=C1(Y)=SCORE:C1(7)=C1(7)+C1(Y):IF C1(7)>63 THEN C1(8)=C1(8)+
35:C1(16)=C1(16)+35
3260 C1(8)=C1(8)+C1(Y):C1(16)=C1(16)+C1(Y):GOTO 3230
3300 GOSUB 20000:IF D1(Y)<>0 THEN 4600
3310 IF Y<7 THEN GOTO 3350
3320 GOSUB 22000:Y=1:D1(Y)=SCORE:D1(16)=D1(16)+D1(Y)
3330 GOSUB 24000:GOTO 490
3350 GOSUB 22000:Y=1:D1(Y)=SCORE:D1(7)=D1(7)+D1(Y):IF D1(7)>63 THEN D1(8)=D1(8)+
35:D1(16)=D1(16)+35
3360 D1(8)=D1(8)+D1(Y):D1(16)=D1(16)+D1(Y):GOTO 3330
4500 POSITION 1,22:?" WHERE DO YOU WANT TO PUT A BLANK "IGET #1,K
4510 IF K>70 THEN Y=K-62:GOTO 4530
4520 Y=K-64
4530 IF PP=1 THEN 4600
4535 IF PP=2 THEN 4650
4540 IF PP=3 THEN 4700
4545 IF PP=4 THEN 4750
4600 IF A1(Y)<>0 THEN 4800
4610 A1(Y)=1
4620 GOTO 4900
4650 IF B1(Y)<>0 THEN 4800
4660 B1(Y)=1
4670 GOTO 4900
4700 IF C1(Y)<>0 THEN 4800
4710 C1(Y)=1
4720 GOTO 4900
4750 IF D1(Y)<>0 THEN 4800
4760 D1(Y)=1
4770 GOTO 4900
4800 POSITION 0,22:?" THIS SPACE IS ALREADY TAKEN "IFOR T=1 TO 200:NEXT
TIGOTO 442 "PRESS ANY KEY TO CONTINUE "IGET #1,K
4900 POSITION 0,22:?"
4910 GOTO 504
5000 REM DICE DATA
5010 DATA " " " " " " "
5020 DATA " " " " " " "
5030 DATA " " " " " " "
5040 DATA " " " " " " "
5050 DATA " " " " " " "
5060 DATA " " " " " " "
7500 GRAPHICS 0:POKE 710,179:POKE 752,1
7510 POSITION 1,01:?" [FL.1 FL.2 FL.3 FL.4 "

```



YAHTZEE



```

7520 POSITION 1,2: " One's ".....A."
7530 POSITION 1,3: " Two's ".....B."
7540 POSITION 1,4: " Three's ".....C."
7550 POSITION 1,5: " Four's ".....D."
7560 POSITION 1,6: " Five's ".....E."
7570 POSITION 1,7: " Six's ".....F."
7580 POSITION 1,8: " TOTALS ".....G."
7590 POSITION 1,9: " TOTAL THIS SEC.".....H."
7600 POSITION 0,10: "
7610 POSITION 1,11: " 3 OF A KIND...J."
7620 POSITION 1,12: " 4 OF A KIND...K."
7630 POSITION 1,13: " FULL HOUSE...L."
7640 POSITION 1,14: " LOW STRAIGHT...M."
7650 POSITION 1,15: " HIGH STRAIGHT...N."
7660 POSITION 1,16: " YAHTZEE...O."
7670 POSITION 1,17: " CHANCE...P."
7680 POSITION 1,18: " GRAND TOTAL...Q."
7690 POSITION 1,19: "

```

" :OOSUB 24000:RETURN

```

9500 GRAPHICS 0:POKE 752,1:POKE 708,84:POKE 709,190:POKE 710,248:POKE 711,110:PO
KE 712,248
9510 L=PEEK(741)+256*PEEK(742)
9520 RESTORE 9540
9530 FOR Q=1 TO 14:READ P:POKE L+P+6:NEXT Q
9540 DATA 1,2,10,11,12,13,14,15,16,17,18,19,20,21
9550 FOR Q=22 TO 25:POKE L+Q+7,7:NEXT Q:RETURN
10000 POSITION 1,1: " first throw " :RETURN
11000 FOR DICE=1 TO 8:V=W+8
11020 I=INT(RND(O)*6)+1:C(DICE)=I
11030 RESTORE 5000+(I*10)
11040 FOR X=2 TO 8:READ AS:POSITION V,X: AS:NEXT X
11050 FOR S=200 TO 0 STEP -20:FOR J=1 TO 2:NEXT J: SOUND O,S,10,12:FOR J=1 TO 2:N
EXT J: SOUND O,0,0,0:NEXT S
11060 NEXT DICE:RETURN
12000 POSITION 1,1: " second throw " :RETURN
13000 POSITION 2,12: " to change a die " PRESS "C"
13010 POSITION 2,13: " to keep a die " PRESS "K"
13020 POSITION 3,15: " YOU MUST PRESS C OR K FOR EACH DICE"
13050 RETURN
14000 X=1:V=10
14010 FOR H=1 TO 5:FOR Q=1 TO 2:FOR K=1 TO 10:POSITION X,V: " O":NEXT K:FOR K=1
TO 10:POSITION X,V: " ?":NEXT K
14020 POKE 764,255:NEXT Q
14030 GET #1,K:IF K<575 AND K<67 THEN 14030
14040 POSITION X,V:IF CHR$(K):IS(R)=CHR$(K):X=X+4:NEXT R:RETURN
15000 V=W+8:FOR S=0 TO 200 STEP 50:FOR K=1 TO 2:NEXT K: SOUND O,S,10,12:FOR K=1 T
O 2:NEXT K: SOUND O,0,0,0:NEXT S
15010 FOR Y=2 TO 8:FOR X=V TO V+6:POSITION X,Y: " ":NEXT X:NEXT Y
15020 I=INT(RND(O)*6)+1:C(DICE)=I
15030 RESTORE 5000+(I*10)
15040 FOR S=200 TO 0 STEP -20:FOR K=1 TO 2:NEXT K: SOUND O,S,10,12:FOR K=1 TO 2:N
EXT K: SOUND O,0,0,0:NEXT S
15050 FOR Y=2 TO 8:READ AS:POSITION V,Y: AS:NEXT Y
15060 RETURN
16000 POSITION 2,12: "
16010 POSITION 2,13: "
16020 POSITION 3,15: "
16030 POSITION 1,10: "
16050 RETURN
17000 POSITION 1,1: " final throw " :RETURN
20000 FOR D=1 TO 5
20010 IF C(D)=1 THEN S1=S1+1
20020 IF C(D)=2 THEN S2=S2+1

```

BY DAVID BAINES

ALARI

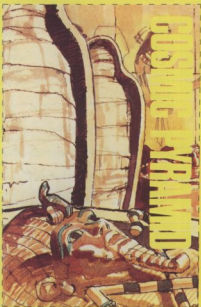
```

20030 IF C(D)=3 THEN S3=S3+1
20040 IF C(D)=4 THEN S4=S4+1
20050 IF C(D)=5 THEN S5=S5+1
20060 IF C(D)=6 THEN S6=S6+1
20065 NEXT D:RETURN
22002 SCORE=1*S1:RETURN
22003 SCORE=2*S2:RETURN
22004 SCORE=3*S3:RETURN
22005 SCORE=4*S4:RETURN
22006 SCORE=5*S5:RETURN
22007 SCORE=6*S6:RETURN
22008 SCORE=C(1)+C(2)+C(3)+C(4)+C(5):RETURN
22009 SCORE=C(1)+C(2)+C(3)+C(4)+C(5):RETURN
22010 SCORE=25:RETURN
22011 SCORE=30:RETURN
22012 SCORE=40:RETURN
22013 SCORE=50:RETURN
22014 SCORE=C(1)+C(2)+C(3)+C(4)+C(5):RETURN
24000 FOR Y=2 TO 9:X=20:POSITION X,Y:IF A1(Y-1)=1 THEN POSITION X,Y:?"
"=
24002 NEXT Y
24005 FOR Y=11 TO 17:POSITION X,Y:IF A1(Y-2)=1 THEN POSITION X,Y:?"=
"=
24007 NEXT Y
24010 FOR Y=2 TO 9:X=25:POSITION X,Y:IF B1(Y-1)=1 THEN POSITION 25,Y:?"=
"=
24012 NEXT Y
24015 FOR Y=11 TO 17:POSITION X,Y:IF B1(Y-2)=1 THEN POSITION 25,Y:?"=
"=
24017 NEXT Y
24020 FOR Y=2 TO 9:X=30:POSITION X,Y:IF C1(Y-1)=1 THEN POSITION 30,Y:?"=
"=
24022 NEXT Y
24025 FOR Y=11 TO 17:POSITION X,Y:IF C1(Y-2)=1 THEN POSITION 30,Y:?"=
"=
24027 NEXT Y
24030 FOR Y=2 TO 9:X=35:POSITION X,Y:IF D1(Y-1)=1 THEN POSITION 35,Y:?"=
"=
24032 NEXT Y
24035 FOR Y=11 TO 17:POSITION X,Y:IF D1(Y-2)=1 THEN POSITION 35,Y:?"=
"=
24037 NEXT Y
24040 Y=18:X=20:POSITION X,Y:IF A1(16):POSITION X+5,Y:IF B1(16):POSITION X+10,Y:IF
C1(16):POSITION X+15,Y:IF D1(16)
24050 RETURN
25000 GRAPHICS 17:POKE 709,250:POKE 709,6:POKE 710,12:POKE 711,26:POKE 712,50
25005 FOR S=230 TO 0 STEP -10:SOUND 0,8,10,10:READ Y,X
25010 POSITION X,Y:?"#:"YahTee"
25015 FOR R=1 TO 20:NEXT K:NEXT S
25020 SOUND 0,0,0,0:SOUND 1,0,0,0:RETURN
26000 GRAPHICS 18:POKE 712,228
26010 POSITION 1,3:?"#:"PLAYER 1 SCORE "A1(16)
26020 POSITION 1,5:?"#:"PLAYER 2 SCORE "B1(16)
26030 POSITION 1,7:?"#:"PLAYER 3 SCORE "C1(16)
26040 POSITION 1,9:?"#:"PLAYER 4 SCORE "D1(16)
26050 IF A1(16)>B1(16) AND A1(16)>C1(16) AND A1(16)>D1(16) THEN 26100
26060 IF B1(16)>A1(16) AND B1(16)>C1(16) AND B1(16)>D1(16) THEN 26110
26070 IF C1(16)>A1(16) AND C1(16)>B1(16) AND C1(16)>D1(16) THEN 26120
26080 POSITION 2,1:?"#:"player 4 wins "GOTO 26080
26100 POSITION 2,1:?"#:"player 1 wins "GOTO 26100
26110 POSITION 2,1:?"#:"player 2 wins "GOTO 26110
26120 POSITION 2,1:?"#:"player 3 wins "GOTO 26120

```



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